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#1
ISSUE

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MAY 1995

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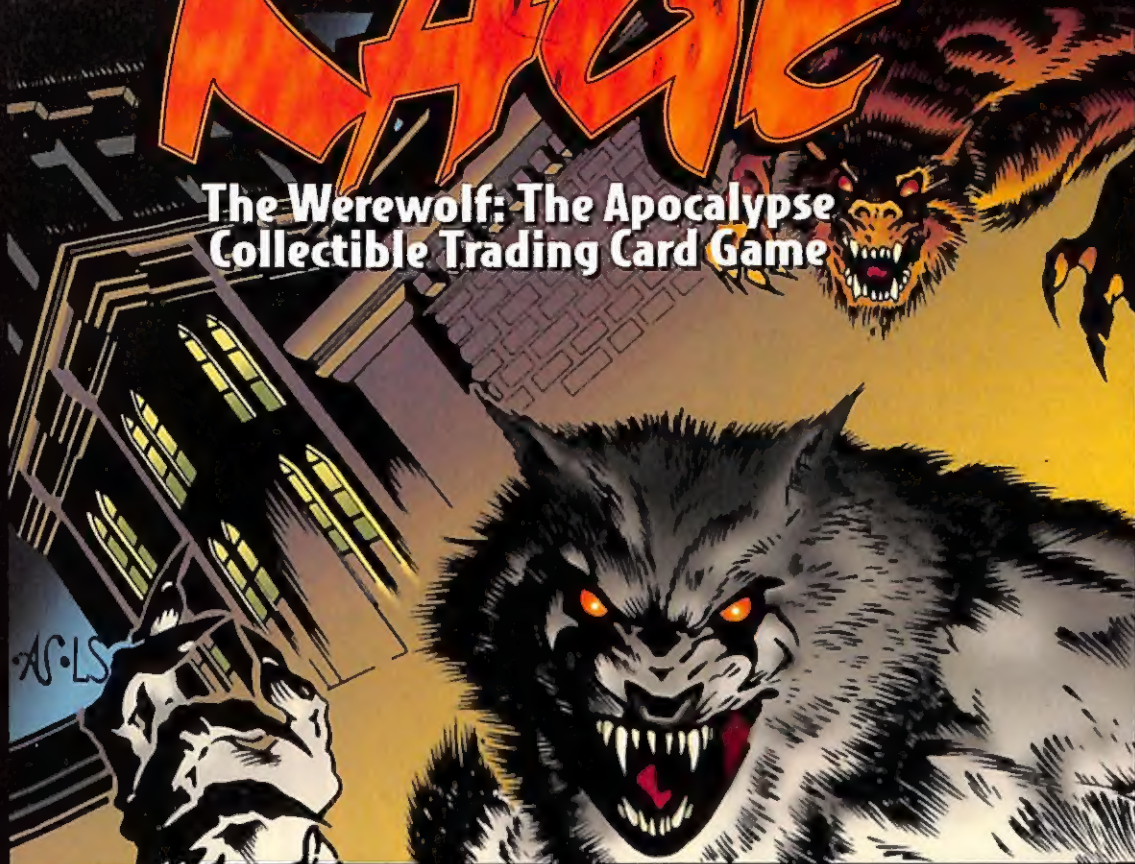
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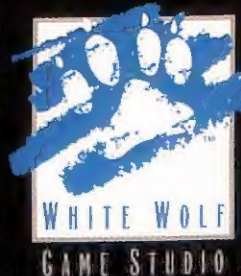
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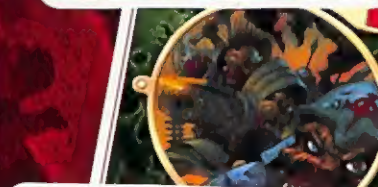
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c o n t e n t s



VOLUME 1
NUMBER 1
MAY 1995

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History of Vampires

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Tom Wänerstrand

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■ Tougher than a tough man contest, less predictable than *Melrose Place*, witness Ultimate Chaos!



■ Be the envy of your friends. Heck, give all the kids that dislike you a real reason to hate you. **WIN** all the *Magic* cards ever made! Flip to page 28 for the deal.

■ Hey, I could've had a... Can the contents of this can make you a better player? Turn to page 22 for details.



■ On the cover:

"Aoooga!" London's own John Bolton illustrates a meld of horror and sex appeal. For more information about the history of vampires turn to page 16.



SO WHO THE HELL ARE WE?

Things sucked for a while.

I'm talking about the fantasy gaming genre, and the atmosphere of a lot of the fantasy-oriented stores I visited. Don't get me wrong: I'm a huge fantasy buff, and I've loved this stuff for the past 15 years, but c'mon, the industry was sucking wind. Then—boom—a li'l card game from Wizards of the Coast called *Magic: The Gathering* popped up, and after a while, it not only became the hottest thing going, it breathed new life into this industry.

Suddenly, in stores that had quietly been watching dust pile up on old gaming items, things were up and jumping again. I can't walk into any fantasy hobby shop nowadays without half a dozen people milling about, playing, buying, or trading *Magic* with friends—or making new friends playing *Magic*. And while I admit I was skeptical at first, I'm now a bona fide *Magic* gamer and collector.

Aside from being a really neat game, *Magic* gave me back something that I hadn't even realized I'd lost. I'm not even sure what to call it, but it's like a little kid's wonder and excitement. When I buy a booster pack, the tense feeling of "Oh please God, don't let my rare card suck!" washes over me. When I'm trading with friends, forget it. The agonizing decision of whether or not to swap one of my cool Legend guys for an essential card for my new deck provides such fun, at so many different levels, that I feel like I owe the folks over at Wizards of the Coast a debt of gratitude.

So anyway, what I'm trying to do is express my excitement, enthusiasm, and commitment to this industry, and to assure you that this magazine will always have the highest commitment to quality and creativity, and that the people behind these pages are more than just names on a masthead. They're fans and collectors and, hopefully, soon they'll be your friends.

So thanks for picking up this issue and giving us a shot. We won't let you down.



Pat McCallum
Editor-in-Chief

SO THAT'S
WHAT THAT
SUCKING SOUND
WAS.



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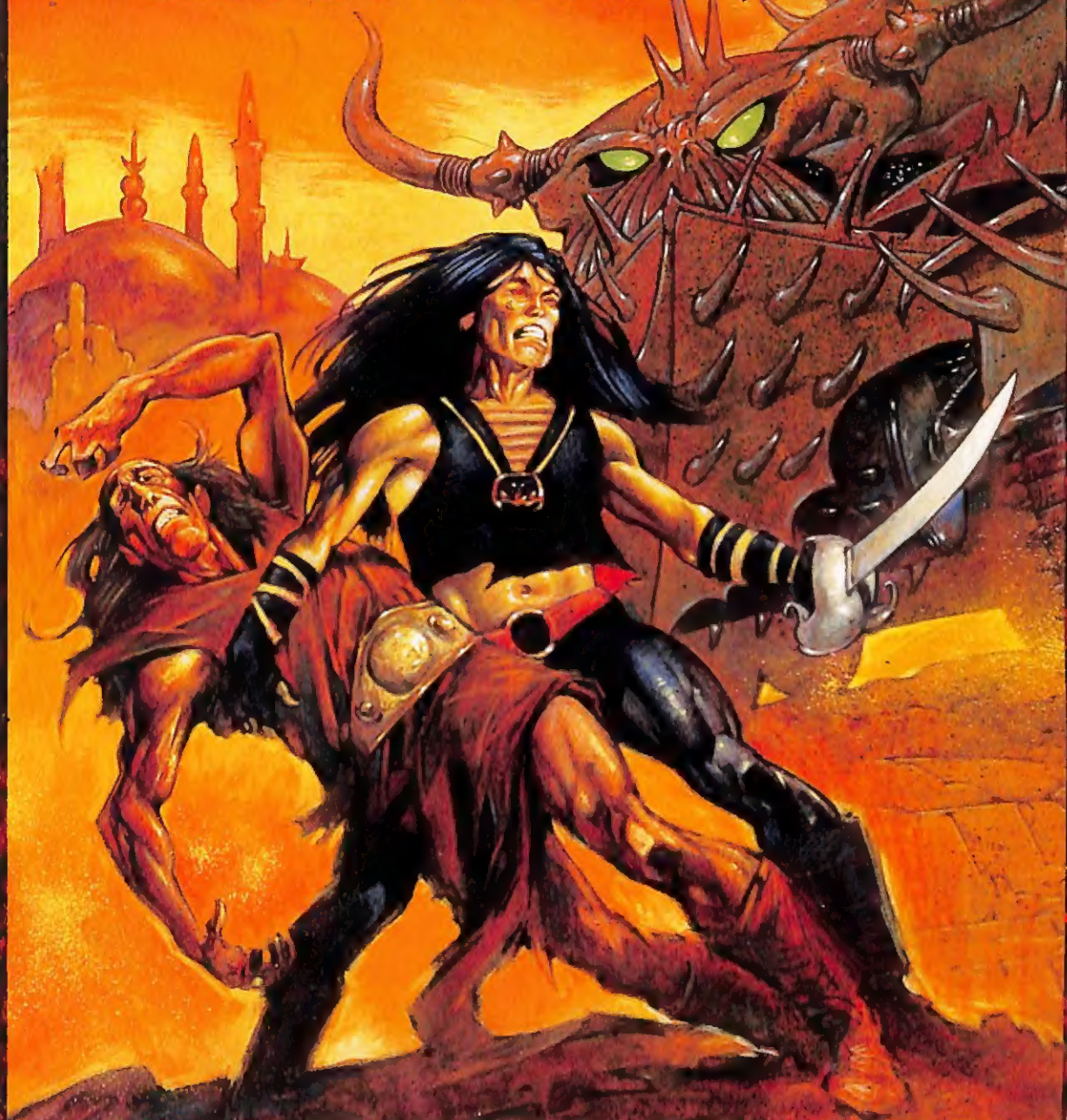
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As if we didn't have enough cool stuff to kick around the studio, as may be if you guys send us your latest software, toys, games, action figures, ideas and electronic goodies (Mac only). If they make the cut, we'll give it a mention. We're always ready to try some new gizmos, so send it along to: InQuest Art Dept. c/o Wizard Press, 151 Wells Avenue, Congers, NY 10920-2064. Printed in Canada

MAGIC

The Gatherings™

THE SHADOW MAGE #3



VALIANT



BIRTH-QUAKE! AFTERSHOCKS!

INQUISITION

How you can have a letters page in the first issue

hey, Pat McCallum here, *InQuest* editor-in-chief and resident letter-answerer

guy. Before we dive into the mail bag, let me answer the question that's gotta

be putting a real confused look on your

kisser: "How the hell do we have a let-

ters page when this is our first issue?"

Good question. The answer: we made 'em all up.

No, no. What we did was hook up to America Online (a national on-line computer service linking up about a gazillion people) and ask folks for comments and criticisms about our pre-#1 debut ish. What we got back were a butt-load of mighty interestin' questions, opinions, and comments, the best of which we're runnin' here. So with that said, we're off!

Fortune Teller

Being that I see no letters page within your magazine, I hope to begin one. First, a name is required. I have a few suggestions:

A) Magic Archives

B) Inquisition

C) Library of Le...hmm, that's copyrighted, isn't it?

And that is only one of the many improvements I offer. Some suggestions that are so crazy they just might work:

O) *InQuest* needs more humor. I mean you guys do *Wizard*, right? The strongest aspect of the latter is its humor, and *InQuest*, [though it shouldn't] become a clone of its successful predecessor, should follow suit.

I) Increase the size a bit; if that

means the price must rise, so be it.

2) Perhaps a bimonthly schedule would please fans more.

3) How 'bout more in-depth interviews with artists? The Anson Maddocks interview wasn't even one page long! And don't just stick to *Magic* artists—I'd like an interview with Brom, or Clyde Caldwell, or, or...Keith Parkinson.

□) There was one contest (well...two if you counted the reader survey). That simply is not enough.

Cinq) How 'bout a fiction-writing contest? *Sure* other fantasy magazines have fiction, but that's 'cause it's a good idea.

2x+12=4x) Accompany your periodical with a card you can actually play with.

Saturday) Can you have a free poster offer (kind of like *Wizard's Maxx* #1/2 and *Gen* 13 #1/2 specials)? Not the cheap, small, folded posters usually begotten in such a way, but a full wall-size poster. I wouldn't mind paying shipping and handling as long as I get to see what the wall art will look like (or who it's done by). If *InQuest* has a particularly cool cover, then a poster of such couldn't hurt.

August) Include a contest whereby an entrant will design a *Magic* card (type, attributes, art, et cetera), possibly having a category of each type (by way of land, summon, artifact, interrupt, et cetera).

Other than the few faults I have listed, *InQuest* is great—simply marvelous.

Dale Mulcahy
Madison, AL

That's pretty damn weird. We received Dale's letter several weeks after we had outlined our first issue, and it's spooky how many of his suggestions we had already incorporated into the mag.

Or maybe...was that you in the ninja costume hangin' out in the tree outside our offices a couple months back, Dale?



■ We received Dale's letter several weeks after we had outlined our first issue, and it's spooky how many of his suggestions we had already incorporated into the mag.



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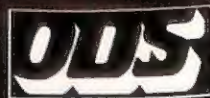
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A CALL TO ARMS THIS SUMMER

NME

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LET'S SEE... A
SAPPHIRE MOX, A
PLAGUE RAT...
SOME BACOS...



"It frustrates me when my friends use a card wrong, but they don't believe me when I tell them that they're wrong."
For the answer to that problem and a million others, turn to the opposite page and read Stumpers.

First off, *Inquisition's* a great name for the letters page. As a thank you, you'll be receiving a year's subscription to *InQuest* on us.

Anyway, your questions:

0) In my heart, I know we're funny! (Can anybody name what movie that's from?)

1) We doubled in size from our debut ish, and if you guys like us, we may keep on growing. (Which means, if we were to continue expanding exponentially like that, we'd hit 640 pages by issue #5. That'd be neat.)

2) We're monthly!

3) Interviews are now longer, more in-depth, and have plenty of nude shots.

□) The plan is to have about two contests an issue.

$2x+12=4x$ OK.

Saturday) Interesting idea, but we've got nothing planned right now.

August) That was you in the ninja suit!

Judge

The one thing that I really want to see in a magazine is a comprehensive list of card ruling and rules. It frustrates me when my friends use a card wrong, but they don't believe me when I tell them that they're wrong, and I can't prove it (they don't have access to AOL).

Chris Elion

East Greenwich, RI

We'll be running *Stumpers* every month here in the letters pages, so if you've got a list of problem cards or card combinations, send 'em in and we'll set your friends straight.

"Head...Hurt!"

Could I use the Ring of Ma'ruf [from *Magic: The Gathering*] (which says that you can go outside the current game and [bring a card] into your hand) to get the France card from *Illuminati*, put it into play by casting Eureka (which allows you to put permanents into play directly from hand), then cast Juxtapose, swapping my France card with my opponent's Shivan?

Aaron Graf

Spring Valley, NY

Sure, but expect a punch to the head from your opponent.

You Win Some...

Just finished looking at your mag—great job! Below I've listed a few comments...

Price: Good—though the price seems a little high, especially considering the relatively small size of the mag.

Size: Could be a little longer, with more articles aimed at the advanced card gamer.

Cover: Excellent!!!

Layout: Cool. Attractive, "modern," suits the nature of card gaming/collecting.

Price Guide: I have had a great deal of experience buying, selling, and trading gaming cards (mostly *ST: TNGCCG*, *M: TG*, and *Jyhad*) through various means (card shows, flea markets, shops, and over the Internet). I find that many of your prices seem far too low relative to what is going on out there.

Well, that's my two cents' worth. Good luck in the future.

Chris Lewis

St. John's, Newfoundland, Canada

...You Lose Some.

I'm sorry to say that I was not overly impressed by your magazine.

I read and enjoyed the article on Richard Garfield, and aside from the price guide/checklist, there was nothing else that grabbed my attention.

Look at your three main features. The first tells how Richard Garfield got going with *Magic*, the next tells how other companies got going with their card games, and the third tells how gaming in general got going. There was no variety. I was very sick of gaming history by the end of the issue.

The Product News was too short; there's no detail on any of the games. I would prefer you devote some space to a few games [rather than] briefly review a large number of games.

Tricks of the Trade is perhaps useful to beginning players. Since I've been playing for a while, it didn't capture my interest, but it seemed to be a decent article and a good idea.

Finally, we have the price guides. What's up with this rating system? Some of these cards had utterly ridiculous ratings. A red elemental blast is not "a card that can fit into virtually every deck." In short, your magazine doesn't hold a lot of interest for the experienced player.

I hope you find my suggestions helpful.

Scot Alexander Martin
Houston, TX

Sorry you didn't like the issue, Scot, but it was sorta like a trial run. *InQuest* now has a larger, more-dedicated staff, and we've definitely made some improvements over our debut ish.

We're Like...The Times?!

I just received my copy of *InQuest* and I must say it's great. I really like how you have ratings for every card in the price guide. The Richard Garfield and Anson Maddocks articles were interesting, but pretty dry, sort of like a *New York Times* article.

I love the top 10 weirdest cards. I can only hope that you could expand this with

more than say, one or two for each game.

The "History of Role-Playing Games" was good, I liked the timeline.

Magic: Fallen Empires prices were missing!

I'd like to see letters from *Magic* players as well as tips and strategies for *Magic*, perhaps a few wild tournament wins.

The latest *Magic* deck themes seen would be a nice complement. Great mag!

Amit
Floating in Cyberspace

Thanks for the kind words, Amit. As for what you wanna see, check out next issue as we get real weird with some nonexistent ST: TNG cards, expand the price guide a bunch, detail some new deck and card combinations, and do all sorts of other neat crap. It'll be a blast.

Next Stop: The Twilight Zone

I've been a subscriber for two years now and just last month I was introduced to your new magazine, *InQuest*, and of course I use it all the time. I found out that another one is coming out in April and I think that it should be a monthly thing.

Ryan Gorman
Kirkwood, MO

He's been a subscriber for two years? This guy knows something I don't.

Well, that was that. Let me say thanks for pickin' this issue up, and if you have any questions, comments, or critiques, we really want to hear from you. So put pen to paper (or finger to keyboard), and drop us a line!

Send yer letters to InQuestMag@aol.com or:

INQUISITION

151 Wells Ave.

Congers, NY 10920

Stumpers

Q: I've got a Tetravus with all three of its 1/1 tokens on it and a Keldon Warlord out. If the Tetravus splits apart, will the Keldon be a 5/5 creature?

—D. Anderson, Garnerville, NY

A: You betcha.

Q: I've got a tapped plains with Equinox on it. My opponent throws a Kudzu on it. Can I untap, then tap that plains to destroy the Kudzu, saving my land?

—P. Muller, Canton, OH

A: Equinox only counters spells. The Kudzu was successfully cast and is now an enchantment. Kiss your land goodbye.

Q: After a long battle, my opponent ends up with only one life, one creature, a COP: Red, and one untapped mana. Can I cast Fireball, hit him for one point, split it to his creature, then split it back to him for an additional point?

—W. Rodriguez, Stony Point, NY

A: You can't target something twice with one spell. The question is moot.

Q: I'm at one life and I have one swamp left, with just a Scothe Zombie in play. My opponent comes stomping in for 17 points of damage. Can I tap the swamp, cast Dark Ritual, and play Simulacrum, directing all damage to my Zombie—including the one point of mana burn?

—K. Reilly, Harlingen, TX

A: Mana burn only happens when the mana pool clears. This is at the end of every phase and at the beginning and end of combat. You'll take the mana burn at the end of combat and piff, you're dead.

Q: My opponent plays Underworld Dreams. I respond by casting Ancestral Recall. Do I take damage for drawing the three cards?

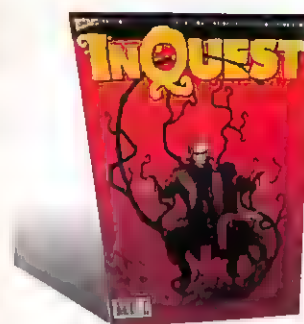
—D. Galgano, Rockland, NY

A: According to the timing rules, if you cast Ancestral Recall in response to Underworld Dreams (an enchantment), your instant will resolve first because they resolve in reverse order. You take no damage.

Special thanks to **Rich Redman** at Wizards of the Coast for helping clear these questions up.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

Stumpers
c/o **InQuest**
151 Wells Ave.
Congers, NY 10920



■ Is this what all the hubbub is about? Well, around here it's out with the old and in with the new. We'd like to know what you think, so drop us a line. Our address is right down there.

It's Time for **Redemption**™

The game of Redeeming the Lost.

Created by Rob Anderson

Redemption™ is an action packed collectable trading card game based on the Bible. Players lead a brave band of Heroes in a series of battles against the Forces of Darkness that are holding Lost Souls prisoner. Players win by rescuing the most Lost Souls. Cards are common, uncommon, and rare.



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The first printing is Limited Edition and will sell out fast. Contact your Distributor now.

RE-REVISED

IF IT'S NEWS
IT'S HERE!

A NEW MAGIC: THE GATHERING BASIC SET IS ON THE WAY

Wizards of the Coast is revising its *Magic: The Gathering* Revised set. This April or May, look for the Fourth Edition!

The new basic set will

drop some familiar cards in favor of some from expansion sets. As with previous basic sets, the Fourth Edition will be sold in starter decks and booster packs. However, boosters will no longer contain basic lands, and starters will contain a greater average number of rare cards.

The game's packaging and rules have been updated along with the cards. All the tap symbols have been replaced with an arrow, which Wizards of the

Coast says can be used for foreign-language editions of *Magic*.

Magic designer Richard Garfield intended the basic cards to be changed regularly, so look for further editions in the future.



MAGIC

The Gathering™

New edition, new rules: Wizards of the Coast hopes its newest basic *Magic: The Gathering* set will stop pesky rules questions before they start.

Star Wars: A New Game

Darth Vader, Luke Skywalker, and your favorite heroes and villains are coming soon to a tabletop near you! Decipher and Parker Brothers are teaming up for a *Star Wars* collectible card game. The game will be out as early as this fall.

Decipher has more interstellar action in the works. This June, it will release the first of eight *Star Trek: The Next Generation Customizable Card Game* expansion sets. Each set

will contain 80 to 120 cards.

Novices can learn the rules with *Star Trek: The Next Generation Two-Player Game*. Distributed in the mass market by Parker Brothers, each *Two-Player Game* will contain a fixed set of 120 *ST: TNGCCG* cards split into two ready-to-play decks. The set will retail for \$15 to \$20.



Darth Vader,
Luke Skywalker,
and the gang
are headed to
a tabletop
near you!

Dungeons & Dragons: The Movie

By late 1996, TSR hopes to realize a *Dungeons & Dragons* live-action movie, a *Dragonlance* animated movie, and a live-action *Wildspace* TV special and series.

MCA/Universal and Ground Zero Productions are working on a live-action *Wildspace* TV series that will debut with a two-hour film in November 1995. The show stars medieval warriors who battle space pirates, fire-breathing dragons, and other evils. The cast and crew should be named soon.

TSR hopes to launch multiple tie-ins with the series, and Universal Studio Tours in Hollywood is considering a *Wildspace* attraction.

Sweetpea Entertainment was formed to make a live-action *D&D* movie. Writers Topper Lilien and Carroll Cartwright have doctored

several scripts, including that of Robin Williams' upcoming *Jumanji*. Sweetpea says the scribes were chosen because they "had the best feel for the world, and were willing to do the research...to make an accurate depiction of the *D&D* world for the fans."

The original story centers around a disgruntled thief, Ridley, who escapes his tough-luck life and attempts to save the world.

Action-adventure and fantasy directors are being considered. The producers are considering stars for cameo appearances or main villains, but most of the actors will probably be unknowns.

The film will have a special effects star, Stan Winston, who created the "morphing" effects in *Terminator 2: Judgment Day*. He will definitely work on the special effects, and is being

considered for director or producer.

More on the release date, director, and cast should be available in mid-'95.

The *Dragonlance* movie is being written by Garfield and Judith Reeves-Stevens, whose animated-TV credits include 1992's *Batman: The Animated Series* "Dreams in Darkness" episode. The 90-minute film will be animated by Nelvana Communications. Set for late-'96 release, it has yet to be cast.

A New Look for AD&D

TSR is revamping *Advanced Dungeons & Dragons Player's Handbook* and *AD&D Dungeon Master Guide*. The rules, still in the second edition, won't be heavily altered, just updated and clarified for newcomers. Those who like the old format or dislike change needn't fret: the old format will remain in print.

New AD&D products are being added at both ends of the line. A board and CD game, *Introduction to Advanced Dungeons & Dragons*, is designed to help novices learn roleplaying. It leads right into the redesigned AD&D rule books.

For high-level gamers, two AD&D *Player's Option Rulebooks* are coming: *Combat & Tactics* and *Skills & Powers*, due in June and July, respectively.

Computerized Mechs

Spectrum HoloByte and FASA are forming a company to make electronic games based on FASA's roleplaying products. Through the agreement, Spectrum HoloByte, publisher of popular games like *Tetris*, will buy a minority share in FASA, which makes *Battletech*, *Shadowrun*, and *Earthdawn*.

The games are being designed for high-end personal computers and gaming systems. Players will be able to compete alone or with others via modem. The earliest game, due in mid-'96, will adapt *Battletech* as a CD-ROM for Pentium-based computers and new Sega and Sony high-end gaming systems.

Spectrum-owned MicroProse is making a computer version of Wizards of the Coast's *Magic: The Gathering*.

Alter Ego

Magic: The Gathering launched Wizards of the Coast down the trading card path, but now they're getting back to basics—roleplaying games.

Don't get your shorts in a bunch: Wizards won't be abandoning *Magic*. The new RPG division is called Alter Ego Games, and its first product, *Everway*, is set in the fantasy world of legends and fairy tales. Players create characters using 90 image cards included in the set, and the

game referee uses 36 fortune cards during the adventure itself, eliminating the need for dice. The game is by Jonathan Tweet, co-creator of Atlas Games' *On the Edge* and *Over the Edge* and co-head of Alter Ego along with Wade Racine.

Look for *Everway* this summer, along with two other Alter Ego efforts.

A new edition of *Ars Magica*, Tweet's RPG of magic users in Mythic Europe, will be released as four books in a slipcase. The game should be easier to learn and play.

For those who can't tear themselves away from *Magic*, *Worlds of Dominion* is an encyclopedia of people, places, and things in *Magic's* multiverse. It'll tie into Alter Ego's early 1996 roleplaying release, *Magic: The Adventure Game*.

TSR's Lucky Number: Dragon Dice?

Card, roleplaying, and board games all use dice in one way or another. Now there's a dice-only game: TSR's *Dragon Dice*, due in July.

Defeat your enemy with strong rolls. Every dice army consists of Elves, Dwarves, Orcs, Dragons, and other races, each with its own color. The bigger the die, the more powerful it is.

The initial starter sets, going for \$9.95, will include a random mix of 18 dice. Each \$5.95 kicker pack, also out in July, will contain eight dice, including human and monster dice, available only in kickers.

Ice Age Coming



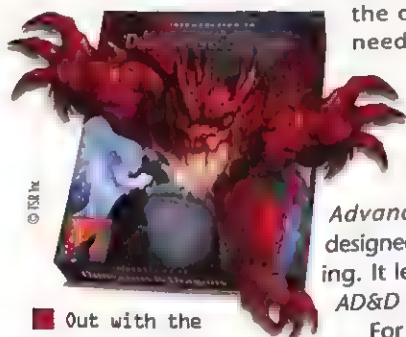
Wizards of the Coast's new stand-alone expansion set for *Magic: The Gathering* is due this June. There have been several previews of *Ice Age* cards, however, including two that came with every issue of *Wizard: The Guide to Comics* #45.

The cards are Prismatic Ward, a low-casting-cost white spell that grants target creatures immunity to damage from one color of the caster's choosing, and Norritt, a 1/1 black Imp (see Price Guide). Norritt can force a creature to attack or to untap a blue creature.

Vampire: The Renaming

The name of the game changes in July, when Wizards of the Coast re-releases *Jyhad* as *Vampire: The Eternal Struggle*. The packaging will be altered, along with confusing rules and card text. Brown vampire card backs will bear the new name, although the green backs of library cards won't change. Old and new cards will be compatible with one another.

Dark Sovereigns, the game's first expansion set, is set for August and will contain new vampires and new vampire clans. A Wizards of the Coast *Vampire* player's guide, *Darkness Unveiled*, is also due in August. It will print revised rules and other information. A second expansion set is in the works.



■ Out with the old and in with the new, and the new is better thanks to the guys at TSR.



■ Hold onto your scrap metal—*Battletech's* coming to a computer near you!

Q U I C K T A K E S

O N S H E L V E S

Hollywood

Heartbreaker Hobbies & Games is doing two new collectible trading card games based on movies. The first game, to be released this summer, is based on 1994's *The Crow*.

Goldeneye ties into the new James Bond movie with Pierce Brosnan; expect both this fall. Bond expansions will focus on agent 007's women, gadgets, and nemeses.

Edward R. Pressman Film Corp., producer of *Conan*, *The Crow*, and others, is developing a movie based on *Mutant Chronicles*, the gaming world of Heartbreaker's *Doomtrooper*. Philip Eisner is writing and Stephen Norrington directing, but it's too early for word on the cast or release date.

Comics

Jim Lee's WildStorm Universe card game is tentatively scheduled for release in August. The game will feature original Lee art. Expansion sets and an RPG are being considered.

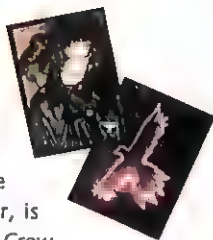
Around the same time, Comico is planning to release a collectible card game based on their popular *Elementals* Universe.

Chronicles

Chronicles, the *Magic* expansion set, will contain cards from *Arabian Nights*, *Antiquities*, *Legends*, and *The Dark*—but not the recent *Fallen Empire* expansion set. The white-bordered cards, shipping this summer, will come 12 to a \$2 pack and should be heavy on *Legends*.

Mutant Chronicles is hopping! Playmates Interactive Entertainment is working on a video game for release later this year for Nintendo and Sega systems. Soon you and another *Doomtrooper* can digitally defy the Dark Legion.

Anyone who orders *Doomtrooper* products from American Entertainment, a mail-order retailer, will get a free, ultra-rare *Doomtrooper* card while supplies last. Heartbreaker Hobbies & Games made 30,000 Nephrite Warlords, a powerful card that automatically kills all Warriors it wounds and gives its controller's Undead Legionnaires +5 to Shoot.



Got some money in your pocket? Here's a good way to get rid of it. Check out the latest card collectible releases coming to a shelf near you...



NAME: **Artifacts**

COMPANY: TSR

SET SIZE: 100 Cards

RELEASE: April 1995

PACKAGING: 16-card booster packs

SUGGESTED RETAIL: \$2.50 per pack

Here's the Deal: You *Spellfire* crazies think your deck is working great now, but wait until you see the new expansion set. Look for this to fill in gaps in the *Dark Sun* cards, and for artifacts from the *AD&D Book of Artifacts*. The set has 50 common, 25 each uncommon and rare, and 20 very rare chase cards. The Wand of Orcus, Mace of Cuthbert, and Ur Droxxa await you!



NAME: **Highlander**

COMPANY: Thunder Castle Games

SET SIZE: 165 cards

RELEASE: April 1995

PACKAGING: 16-card booster packs

SUGGESTED RETAIL: \$2.45 per booster

Here's the Deal: *Highlander 3*—hated it! Hopefully this game will live up to the original movie. The art will come from the TV series, though Thunder Castle is trying to get the rights to images from all the movies. How do you win? Chop off your opponent's head using *Persona* and *Attack* cards, keep your head with *Persona* and *Defense* cards. There's no rule book; four cards list the complete rules. By the way, TCG is planning to give away an actual *Highlander* sword from the TV series to the winner of a *Highlander* tournament. Stay tuned for details!

continued on next page...

DOOM TROOPER

TM & © Target Games AB

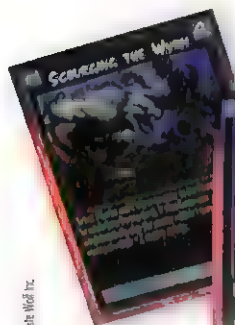
NAME:	Inquisition
COMPANY:	Heartbreak Hobbies & Games
SET SIZE:	170 cards
RELEASE:	April 1995
PACKAGING:	8-card booster packs
SUGGESTED RETAIL:	\$1.50 per pack

Here's the Deal: The Inquisition is back, and worse than ever. This first *Doomtrooper* expansion will feature cards of every type and affiliation. Each pack will contain six common and two uncommon cards. Look for a special bonus: artists Paul Bonner and Paolo Parente will each sign 1,000 randomly inserted cards.



NAME:	Power Cards
COMPANY:	Caliber Games Systems
RELEASE:	April 1995
SET SIZE:	300 cards
PACKAGING:	50-card starter decks; 15-card booster packs
SUGGESTED RETAIL:	\$7.95 per deck; \$2.49 per booster

Here's the Deal: You wanna be a hero? *Power Cards* simulates a superpowered battle. Even if your character is a major wimp, you can pump him or her up with Enhancement cards. Two types of 50-card starter decks will be released, each containing at least 30 cards drawn from an exclusive pool. Boosters will have up to 10 common cards and at least five popular (as in level of rarity, not *Baywatch* stars) cards and one rare card. The game is being released in three waves: April's will contain 160 cards, mostly Characters; June's 70 cards will focus on Enhancements; and July's last 70 cards will be evenly split. Caliber is negotiating to get Todd McFarlane's Spawn on the chase cards that are being inserted into the April set, and to get Spawn into its August expansion set. (At press time actual cards were not available. Cards shown are artist's rendition.)



NAME:	Rage
COMPANY:	White Wolf
SET SIZE:	Over 300 cards
RELEASE:	May 1995
PACKAGING:	60-card starter decks, 12-card booster packs
SUGGESTED RETAIL:	\$7.95 per starter, \$1.95 per booster

RAGE

Here's the Deal: The newest release from White Wolf is *Rage*, a fast-paced combat game. Packs of Werewolves battle the creatures of their ancient enemy, the Wyrms. Burst free of your mortal shell and explore your wild side! Based on the *Werewolf: The Apocalypse* RPG from *The World of Darkness*.

Q U I C K
T A K E S

The Unlimited Edition of *Doomtrooper* is due in April. The card game is being released in nine new languages, including Hebrew and Japanese. The Limited Edition was printed in English, Italian, Spanish, and Swedish.

Bill King's *Warzone*, a *Mutant Chronicles* miniatures game, is being finalized for a summer release. It will boast all-new miniatures, and four expansions are being planned.

Bookworms

The *INWO Book*, a player's guide to *Illuminati: New World Order*, will feature 144 pages of rules, strategies, color prints of every *INWO* card, and a rare card from the Unlimited Edition. The \$16.95 Steve Jackson Games book will be out in April.

In June, TSR will release *Spellfire Reference Guide: Master of the Magic*, a six-by-nine-inch, 384-page book containing the latest rules, strategies, and tactics. The \$12.95 book will also show all 797 *Spellfire* cards printed in 1994.

TSR²

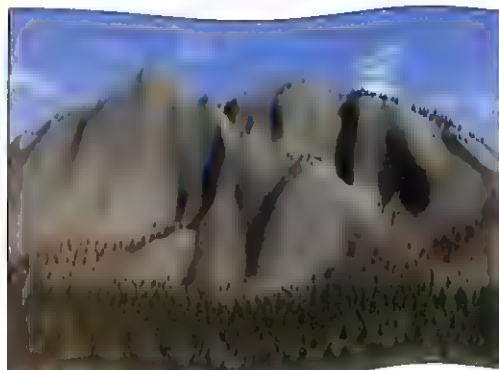
TSR is negotiating with Interplay to get a computer version of its *Spellfire* game on the market ASAP.

America Online users can now access TSR images from the Gallery section, read magazine stories in the *Dragon Magazine* area, or order TSR products from catalogs, among other activities (key word: TSR). TSR also maintains a forum on the GEnie service.

Delayed?

Towers in Time, intended to be Thunder Castle Games' first release, has been put off until summer. The printers are using a new process that's slower than expected. TCG planned to give out promotional cards at the GAMA Game Fair.

Dementia 5 had hoped to get *Apocryphy* out by May, but it'll debut June instead. An RPG, it uses trading cards to pick character attributes. The game environment changes with the cards you draw. Your job is to defend Earth from a "new yet familiar evil" in a future when science and sorcery have collided.



Art from Dementia 5's *Apocryphy*

© Dementia 5

Yeah, *SimCity*'s late—see On the Shelves for more info. By the way, this summer's Unlimited Edition will be sold in \$15 double starter decks with a fixed set of 120 cards. It'll come in \$2.50 boosters, too, containing a random selection of the 517 cards introduced in the Limited Edition.

Steve Jackson Games is working to get *Illuminati: New World Order* Unlimited Edition out by April. The 409 cards are identical to the Limited Edition, except for six cards with new art, 40 cards with touched-up art, and new type styling for every card name.

The Factory Set is also due by April. This \$70 box set will contain one each of the 400 Plot, Group, and Resource cards, one each of the three "special" Limited cards, three each of the nine *Illuminati* cards, and 20 blank cards, split evenly between Plot and Group backs. (That's, uh, 450 cards total.) The Factory Set will be fully playable—the backs'll be identical to other editions—but SJG says the fronts will be different. How? They're not tellin'!

Dead Things

Black Dog Game Factory's offers *Vampire: The Masquerade* players a second helping this May with *The Last Supper*. This expansion focuses on mysterious necromancers.

Due to delays, Flying Buffalo's "Glow in the Dark" *Death Dice* should be out in mid-June.



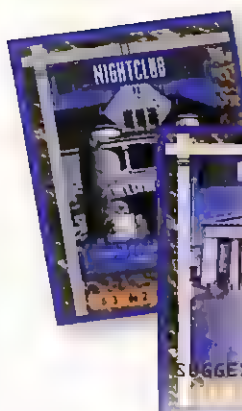
Yep! He's dead.

The Spice of Life

Shadowfist, Daedalus Games' Uzi-spraying, fist-flinging, sword-clashing game, hits the stores in June. It was designed by Robin Laws, designer of *On the Edge's Cut-Ups* expansion, and Jose Garcia, designer of *Nexus: The Infinite City*. The art direction is by former *Magic* designer Jesper Myrfors.

Cactus Game Design will be releasing *Redemption* this July. Biblical heroes battle baddies for control of lost Souls.

Heartbreaker has slated its fourth collectible trading card game, tentatively titled *Super Nova*, for summer. Players pursue intergalactic conquest with economies, armies, and diplomacy.



NAME:	SimCity—The Card Game Ltd. Edition
COMPANY:	Mayfair Games
RELEASE:	May 1995
SET SIZE:	517 Cards
PACKAGING:	60-card starter decks; 15 card booster packs
SUGGESTED RETAIL:	\$8.50 per starter; \$2.50 per booster

Here's the Deal: It's late—the printers were overbooked. Hey, when was the last time you built a city on schedule? That's what you try to do in *SimCity*, based on Maxis' best-selling computer simulation. Mayfair hopes to release the Unlimited Edition in fall, introducing 120 new cards with it. Real cities will be featured in a fall expansion. Now you can build Rome in a day!

Send news and product information to:

InQuestMag@aol.com or
InQuest Product News c/o Mike Fasolo,

151 Wells Ave., Congers, NY 10920.

On Top is a section that we hope to include every month. It's a quick preview of an upcoming game that the *InQuest* staff has recently play-tested.



NAME:	Star Strike: The Regency Wars
COMPANY:	Comic Images
DUE:	September 1995

Here's the Deal: A century ago, the Imperium collapsed. Now, factions from five races are trying to conquer the galaxy.

Comic Images' first game, *Star Strike: The Regency Wars*, offers science fiction warfare in an easy format. Each race uses various resources to muster ships, equipment, and troops and to generate special effects. The object is to evade your enemy's fleet, reach his or her homeworld, and eliminate its energy with your starships and troops. Combat is complicated by defense equipment that can protect ships and even homeworlds.

Star Strike's promising game system is complemented by the game's fantastic artists: Michael Whelan and the Hildebrandt brothers are among those lined up to illustrate the cards. Neither finished art nor designs are available, but Comic Images hopes to preview the game at July's Dragon Con and August's GEN CON.



Strange Things in the Night

By Jeff Hannes



People have told **stories** about

vampires for centuries.

Now a hit roleplaying **game** is

putting new twists on tried-and-true

tales of **horror**.

There are some things everybody knows about vampires. They drink human blood. Sunlight kills them. They're afraid of garlic. But did you know that there really was a Count Dracula who lived in Transylvania? Or that he was the inspiration for numerous vampire stories, including the classic Bram Stoker novel? How about that Mark Rein•Hagen, the creator of White Wolf's *Vampire: The Masquerade* roleplaying game, hated Stoker's *Dracula* the first time he read it?

Vampires are one of the hottest things around. Movies like *The Lost Boys*, *Bram Stoker's Dracula*, and *Interview with the Vampire* have made millions, while Anne Rice's *Vampire Chronicles* have topped best-seller lists.

As successful as those were, however, Rein•Hagen's game has probably made the biggest splash in recent years. Although TSR has long perched at the top of the role-playing game industry, White Wolf Game Studio stormed into the fray in 1992 behind *Vampire: The Masquerade*. Last year, *Vampire* crashed the collectible card game party in the form of Wizards of the Coast's *Jyhad*.

Why so much excitement over a role-playing game? Because by depicting a



novel, full-fledged society of the undead, *Vampire: The Masquerade* has reshaped the vampire myth. As Rein•Hagen puts it, "It's not just a game—it's a world that's come to life."

Birthing The World of Darkness

In creating his dark new world, Rein•Hagen had a single concern: "If vampires controlled the world, and they definitely could, how would they?" White Wolf's horrific *World of Darkness* unfolded as Rein•Hagen answered this pivotal question.

Rein•Hagen's most significant invention may be the Camarilla, a huge, multifaceted sect of vampires. This world-wide political organization comprises various clans, each with its own flavor. The Ventrue clan embraces old-world philosophies, and are often at odds with the Brujah, who rebel against any form of order. The sophisticated Toreador savor modern art. Malkavians have been driven insane by their depraved immortality, while the Tremere wield unusual powers.

Other clans reflect traditional vampire myths. Like the vampires of Hungarian folklore, the Gangrel have domain over wolves, bats, and other "creatures of the night." The clan that best mirrors the monstrous aspects of vampires is the Nosferatu: its members are hideously deformed and terrifying to behold.

Despite their differences, Rein•Hagen's vampires are all descendants of Caine. The first vampire, Caine is also the first murderer, according to the Bible (where his name is usually spelled without an 'e').

Although most consider Adam and Eve's consumption of the forbidden fruit to be the first sin, Rein•Hagen views that event as inevitable. For him, the first sin came only after the forbidden fruit granted humans free will. "Caine represents where free will exerts itself with full menacing glory," Rein•Hagen says. By choosing to murder his brother, Caine symbolically embraced the darkness that is the curse of vampiricity.

An Ancient Evil

Although Rein•Hagen's game has given new life to vampires, the vampire myth has been around for centuries in one form or another. Since 1922, when the classic film *Nosferatu* was released, there have been over 150 vampire

movies, including such unusual titles as *Billy the Kid vs. Dracula*, *Dracula's Dog*, *Love at First Bite*, and *Dracula Blows his Cool*.

All this variety means that there's been a lot of different myths about bloodsuckers in this century alone. And the base concept of blood drinkers has been around for not hundreds but *thousands* of years. As long as people have known they couldn't live without blood in their bodies, blood has been seen as a source of life and vitality.

One of the oldest vampire stories comes from Egyptian mythology. After murdering his brother Osiris, Set threw pieces of the corpse into the ocean. Osiris' wife Isis retrieved the remnants, bound them into mummified form, and put the body in a coffin. The mummification ritual granted Osiris eternal life, and he became the lord of the dead. In Rice's *Vampire Chronicles*, Osiris and Isis are the first vampires.

Cultures all over the world have since developed their own vampire myths. But none have had as big an impact as the superstitions of Eastern Europe. The

Romanian province Transylvania is well-known for its vampires—both fictional and real.

The most popular vampire story ever told is probably Bram Stoker's *Dracula*. Written in 1897, this novel was the first major vampire story to be published. One of the most celebrated novels of its time, *Dracula* was a springboard for countless other vampire tales.

Maybe the most horrifying thing about the novel was that it was based on a real person, 15th-century Romanian tyrant Vlad Tepes. Stoker's original manuscripts show that he used many different tales as sources, but it is also evident that his real focus was Vlad. The bloodthirsty Prince of Wallachia, as he was known, often executed enemies and subjects alike, frequently by impaling them on long poles or stakes. Vlad accumulated several endearing nicknames, including "the Impaler" and "Dracula," which means "Son of the Devil."

Contemporary monks wrote horror stories about Prince Vlad. One story tells of a subject who complained of the smell of blood at a festival. Dracula impaled him on an extra-long stake, so he could be above the stench. In another tale, a monk told Dracula that he was going to hell. Not only did the prince immediately impale him, he impaled the monk's donkey for good measure.



■ Gary Oldman, who played Vlad Tepes in Francis Ford Coppola's *Bram Stoker's Dracula*. Tepes, the Romanian prince nicknamed "The Impaler," was the inspiration for Count Dracula.

Dead Secrets

Vampires fear garlic. They don't reflect in mirrors. Vampires can change shapes. Sunlight kills vampires, and so does a wooden stake through the heart.

These are "secrets" that just about everybody knows about vampires, but where do they come from? Although it seems fitting that vampire's vulnerability to stakes would come from Vlad the Impaler, the myth of this weapon's potency goes back even farther. Stakes were made from the wood of an ash or aspen, which were effective because they symbolized life. In some areas, a fir tree was planted in a suspected vampire's body, because the villagers believed that the everlasting life of the evergreen would triumph over the everlasting un-life of the vampire.

But the vampire's greatest enemy is sunlight. As creatures of darkness, vampires have forsaken good. The sun, worshipped by many ancient civilizations, represents the purest form of goodness. Some vampires possess the ability to withstand the sun, but such creatures are few and far between.

In Romanian folklore, the devil was capable of turning into a bat or wild animal, and sometimes a mist-like form. Since vampires were creatures of evil, it was believed that the devil had bestowed this ability upon them.

That thing about mirrors? Yup—that was Romanian too. These superstitious folk believed that putting a mirror in front of a dead body would allow its soul to escape and transform the corpse into a vampire. And of course, without a soul, there's nothing for a mirror to reflect.

Since it was important to know how to keep bloodsuckers at bay, the Romanians were well-versed in the pet peeves of vampires. Garlic, often used as a medicine, was believed to be a manifestation of good, so it seemed obvious that it would repel agents of evil. The superstitious used to rub garlic on their bodies and their animals.

Romanian vampires were also afraid of crosses and bright lights and, believe it or not, four-eyed dogs. Romanians would add an extra pair of eyes by using white paint on black dogs. Hey, whatever works...

In Hungarian lore, ending the curse of vampirism was no big deal. All one had to do to regain humanity was stay secluded for seven years, then travel to another place where a different language was spoken.

In many traditions, the only way to escape the curse is to die an immortal death. This is usually accomplished by completely burning one's body with fire or sunlight. The roots of this tradition go back to the Slavic folk, who eased their fears by reducing suspect corpses to ashes.

The Modern Vampire

When he created *Vampire: The Masquerade*, Rein•Hagen abandoned many popular myths in favor of a fresh look. "I wanted to develop a part of myth that hadn't been done before," he says.

Some traditional vampire lore remains in the game, much of it altered. A stake through the heart will paralyze a vampire in *Vampire* or *Jyhad*, but not kill it. And hey, sunlight can be a real pain, but it's not always enough to stop a determined vampire.

Rein•Hagen, never all that interested in the older, more monstrous depictions of vampires, didn't even like Stoker's *Dracula*. "The modern image, which is completely different from anything else—that's what excites me," he says. It wasn't until he read Anne Rice's *Vampire Chronicles* novels that he found the representation of vampires that he had envisioned.

Rein•Hagen reflects. "We all wonder who we are, and the vampire myth connects to that part of our self. We all relate to them because they live in a world which we don't visit. We envy them, yet they're cursed. But they are also blessed. They are both angel and demon."

Although the power that undeath bestows—the blessing of which Rein•Hagen speaks—is one key to the long-lived fascination with vampires, it's the loss of humanity that drives the modern vampire, and consequently the modern roleplayer.

"Humanity is the very soul and heart of what *Vampire* is all about," Rein•Hagen explains. "Vampires crave humanity; their soul thirsts for a connection to other people. Overcoming their vampire condition is a whole process of finding a pathway out of the black labyrinth."

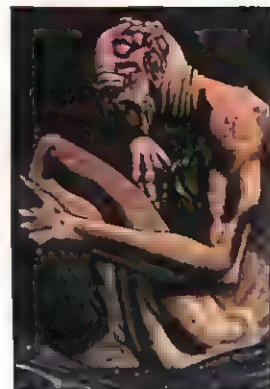
The Evil Spreads

Given the explosion of collectible card games, it was only a matter of time before somebody made one using vampires.

While his *Magic: The Gathering* was nearing completion, Wizards of the Coast game designer Richard Garfield met with Rein•Hagen to discuss a collectible card game based on *Vampire: The Masquerade*. Like just about every gamer who has played *Magic*, Rein•Hagen was taken by it. The two began hacking out ideas for what would become *Jyhad*.

In the end, most of *Jyhad* was done by Garfield and other people at White Wolf. Rein•Hagen says that there were five or six cards that didn't quite belong—he declined to specify them—but out of 437 cards, that's not too shabby. Overall, he says he's happy with the way the game turned out.

There were some changes that *Vampire* veterans may have noticed. For example,



Nosferatu, the illegitimate son of illegitimate parents, fancies himself quite a ladies man.

the players in *Jyhad* are called Methuselahs, when in fact the Antediluvians control the *Jyhad*. In *Vampire*, both Archons and Justicars are immune to the bloodhunt. In *Jyhad*, only Archons are protected. Most of the changes concern minor details, however, and were done to help game balance.

Players begin the game with a pool of 30 blood points; when they reach zero, they lose. The catch is that in order to do anything, a player must spend his or her own blood. *Jyhad* games usually result in a downward spiral in which the last survivor wins. Like the cursed vampires, the players spell their own inevitable doom.

Another innovative aspect of *Jyhad* is its political battles. With certain cards, players can call for votes. It often becomes a contest of diplomacy as players try to convince others to vote in their favor. Promises are all well and good, but nothing is quite as convincing as a bribe.

As a whole, sales on *Jyhad* have been sluggish, and Wizards of the Coast has opted to revise the game. In July, the game will be retitled *Vampire: The Eternal Struggle* (see Product News, starting on page 11, for more details).

Perhaps what *Jyhad* captures best about *Vampire: The Masquerade* is the twisted interaction between Methuselahs and minions.

Rein•Hagen says that the game has the same depth and strategy as *Go*, the ancient Japanese board game.

Don't Let the Sun Go Down on Me

"Everything is a metaphor for something in our own lives. The vampire myths give the idea of 'life is meaningless,' but you make of it whatever you can—ambition, greed, hate, love...humanity."

Because he had that insight, Rein•Hagen designed a game that lets people express their emotions and personality. Already prosperous, *Vampire* now seems set to reach an even broader audience: the creative minds at White Wolf are currently working on a *Vampire* movie with director Joel Schumacher (*The Lost Boys*). If successful, the film could bring unparalleled attention to gaming in general and *The World of Darkness* in particular.

But Rein•Hagen is looking even farther into the future. "I would hope that in 20 years, when people think about vampires, they'll think about me."

After all, fame and fortune are fleeting. Vampires, however, live forever.





Jeff Hannes wrote "Tricks of the Trade" for the InQuest special edition. He's a junior at the University of Rochester who has trouble rising even for afternoon classes. Hmm...



■ The bat, like the wolf and rat has gotten a bad rap as being an evil creature.

Suck-Meter

What's the most important thing about vampires? How evil they look? How spooky is their castle? **Nah.** It's how much they suck.

	Occupation	Confirmed Kills	Most Embarrassing Moment	Least Favorite Brady	General Consensus
	Vampira Unholy Servant of Darkness	Undetermined. (No one can watch her movie long enough to count.)	"The day my talent agent signed me to do this movie. He said I had talent, and that I was pretty, and all I had to do was..."	"Oliver. That little bastard was more trouble than he was worth."	Pre-Elvira chick should get a un-life.
	Blacula Unholy Servant of Darkness	None, but some detective found a bloody glove.	"That'd be the time I split my pants on Soul Train."	"The middle boy Peter. Something about that kid that makes me want to kick his ass."	He's no Billy Dee Williams, but he's got style.
	Barlow Unholy Servant of Darkness	Like, 600 or something. This guy's a machine!	"Rharggh!! Go 'way!."	"Rhorggh!! Me hate Sam! Why he no marry Alice!?"	"Rharggh!! hemorrhoids burning! Ass on Fire! Rharggh!!"
	Count Chocula Unholy Servant of Darkness... that turns your milk chocolaty.	I was told to consult our corporate lawyer... uhm, no comment!	"That time me, Boo and Frank were knockin' back a couple and my colostomy bag just up and burst. Whew, what a mess."	"That wench Carol. I am too nutritious!"	Not too chalky and the marshmallows are a definite plus.

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TO BEAT THE MOXES

By Michael Searle

Hmm, it's not a bad opening draw: three mana, one Llanowar Elves, Thallid, Fungal Bloom, and Thicket Basilisk...

I cringe when I see my opponent's opening: a Sapphire Mox, a Ruby Mox, a dual land—oh, and a Black Lotus. Boom. Sacrifice the Black Lotus, tap the rest, and voilà—Shivan Dragon.

I look at my cards, wondering what the odds are on drawing a Sprite a turn to keep me alive, then glance back at my opponent. "Uh, my turn?"

Ever been in this position? If you've been to a tournament, you've probably experienced the "I'm out? But I haven't even drawn

a card yet!" syndrome. It's painful. And those darn Moxes are the bane of the whole thing.

Speed. Without it, you'd better have a lot of defense or some nifty tricks built into your deck. With it, you can blaze and take down the mightiest of players.

A fast start is the key. The zero-casters, the Moxes and Black Lotus, are the best at this. Nothing beats throwing down a card for free mana, especially when you can use that quick stockpile to get out your higher-casting-cost cards. It took several butt-kickings before I finally realized this.

Originally, I built a deck to nullify the Moxes by removing what they put out. It was a blue/white denial deck: slow moving, de-

fensive up the wazoo—and creatureless. Filled with Circles of Protection that I could Sleight of Mind to whatever color I needed for defense, Swords to Plowshares for creature elimination, and Karma, which I could Magical Hack to my opponent's land type, the deck could take a beating from the strongest deck and slowly whittle it away.

FOR GOD'S SAKE, NO MORE LAXATIVES!

Key word: *Slowly*. Sure, I could win (and I frustrated many single-minded decks), but I never won quickly. And the more time I allowed my opponent the worse off I was—eventually they broke through. I gave it up, realizing that my blue/white creatureless just wasn't, well, up to speed.

I racked my brains for another answer.

Which was the fastest color? Black, of course: Dark Ritual alone makes it the quickest. Green ran a close second with Llanowar Elves, Wild Growth, Gaea's Touch, and Fastbond. Imagine my surprise when, looking through green, I discovered that the scourge of the elvish community, the Elves of Deep Shadow, fit perfectly into my plan and became my saviors.

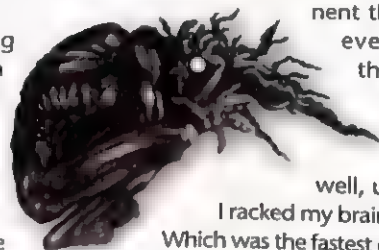
Bingo. I had the framework: one-casting-cost green creatures that generated black and green mana. I could put out land and build up an equal amount of mana with my creatures. On average, by the third turn, I had enough mana to summon my biggest creatures. I could even summon bad boys like the Sengir Vampire, Carrion Ants, or Juzam Djinn on the first turn if I pulled a Swamp and two Dark Rituals. Talk about a nightmare!

What I still needed to do was fill in the basic essentials: land destruction, offense (including direct damage), creature elimination, and as much defense as possible. I think the Bayou Lightning deck listed here fits the bill.

The sideboard cards should counter any deck. For instance, against direct-damage decks, you'd want extra Simulacrum; against a white or heavy enchantment deck, more Tranquilities; and Pestilence should end weenie deck nonsense in one fetid blast. When appropriate, swap in color-hosing cards like Gloom for white, Lifeorce for black, or Deathgrip for green. Add the Island of Wak-Wak against a heavy flying deck, Underworld Dreams against draw/direct damage decks, or Titania's Song to nullify artifacts and kill



■ Instant offense!
Imagine having
these big guns on
your third turn!




those nasty Moxes and Black Lotuses.

There're a lot of neat things about this deck. Besides throwing out Juggernauts and Vampires early on, you can do lots of damage with your "harmless" little 1/1s. Attack in force, and when your opponent blocks the larger critters and lets the weaker through, Giant Growth them (also a great defense) or Howl from Beyond. If you're feeling particularly mean, double Giant Growth or cast a Howl followed by Berserk. Ouch! I've killed people in one shot with a single Llanowar.

Your mana situation is pretty cool: you only need one Forest to get the ball rolling. Most of your mana's generated by creatures, so you've got some added punch in your purposely undermana-ed deck. I won a chaos game once in which my land was completely obliterated (Demonic Hordes, very hungry) and all I had out was a Fellwar Stone. Fortunately, my opponent was playing forests, which provided me with Elves—giving me all the power I needed!

That's just one of the fun things you can do with this deck. The main idea is to press ahead full speed and take out opponents before they can build. Sure, Simulacrum will save your butt (I recently took a 32-point Fireball like it was a summer breeze—the poor, toasted Llanowar, however, barely made it to the graveyard), but it won't save you more than once. Hurricane's a quick fix for those flying menaces, and Desert Twister's a great remedy for nagging problem cards, but you won't last forever.

So my final words of advice: Don't wait for those enemy forces to gather; go for an all-out stampede.

And above all, enjoy! 

THEME DECK

FLOWER POWER

The Vegetarian Deck

Hey, welcome to the first installment of "Theme Deck." What we'll be doing here is coming up with some fun themes for one of the six billion card games out there. Theme Decks will not only be fun to play, they'll be capable of kicking some butt as well.

What we won't be doing is putting in ridiculous, unbalanced cards. Unlike this month's Killer Deck, Theme Deck will never contain any cards as ridiculously powerful as the Icy Manipulator. Theme Deck will feature cards that're a real hoot to play, and that force you and your opponent into strategic battles a little more entertaining than, say, Channeling a Fireball.

Anyways, the Vegetarian Deck contains only plants and spells designed to help pump up your li'l plant buddies and blow away anything that might give you a bit of a problem (like flying critters or COP: Greens). And with that said, we go to the Veggie Deck roll call.

INGREDIENTS

1 Argothian	1 Berserk
Treefolk	4 Desert Twisters
1 Carnivorous Plant	2 Fungal Blooms
1 Feral Thallid	4 Giant Growths
1 Floral Spuzzem	1 Hurricanes
1 Force of Nature	1 Living Lands (they never see it coming)
1 Fungusaur	1 Night Soil
1 Ironroot Treefolk	1 Regrowth
1 Moss Monster	1 Spore Cloud
1 Singing Tree	1 Stream of Life
1 Spore Flower	
4 Thallids	16 Forests
4 Thallid Devourers	1 Pendelhaven
4 Thorn Thallids	1 Maze of Ith
1 Wall of Brambles	
1 Wall of Wood	
1 Wormwood Treefolk	

Pat McCallum,
House Chef



Bayou Lightning

Green

- 4 Elves of Deep Shadow
- 1 Force of Nature
- 4 Llanowar Elves

- 1 Berserk
- 2 Desert Twisters
- 4 Giant Growths
- 2 Hurricanes
- 1 Regrowth
- 1 Tranquility

Black

- 1 Carrion Ants
- 1 Fallen Angel
- 1 Hypnotic Specter
- 1 Juzam Djinn
- 1 Royal Assassin
- 2 Sengir Vampires
- 1 Sorceress Queen
- 4 Dark Rituals
- 1 Demonic Tutor
- 2 Howls from Beyond
- 1 Mind Twist
- 2 Simulacrum

- 3 Fellwar Stones
- 1 Icy Manipulator
- 3 Juggernauts
- 1 Sol Ring

- 4 Bayous
- 3 Forests
- 1 Maze of Ith
- 2 Strip Mines
- 1 Pendelhaven
- 2 Swamps
- 1 Urborg

- 1 Deathgrip
- 1 Island of Wak-Wak
- 1 Lifeforce
- 1 Gloom
- 1 Pestilence
- 2 Simulacrum
- 3 Terrors
- 1 Titania's Song
- 2 Tranquilitys
- 1 Tsunami
- 1 Underworld Dreams



Card Mechanic

Wizards of the Coast Production Manager and part-time engineer Tom Wänerstrand keeps the *Magic* machine running smoothly.

By Zachary Reid

The '64 Chevrolet pickup had a shot motor, a spent manual three-speed transmission, and a rusting body. The truck was staring down eternity in a Pacific Coast junkyard when Tom Wänerstrand happened along.

A self-confessed "motorhead," Wänerstrand purchased the truck from a friend and set forth restoring the classic to its original beauty. It was quite a challenge for an experienced mechanic. It was a daunting task for a man who approaches automobile restoration as a hobby.

"We try to make a concerned effort to avoid some of the more stereotypical fantasy art."

Wänerstrand (pronounced "wan-a-stran") earns his auto parts money working as the production manager at Wizards of the Coast, the suburban Seattle company that publishes *Magic: The Gathering*, *RoboRally* and other games. The job can be exhilarating on those rare days when everything falls into its preordained place. It's a tremendous headache when technical problems hamper the process. You have to have an eye for detail, a respect for deadlines, and the ability to know who can best do the job at hand. It's like being a mechanic, only you get cases of cards instead of a purring engine when you're finished.

Since joining Wizards of the Coast in March 1994, Wänerstrand has seen his share of cards. He's the company's version of a traffic cop, directing concepts from the planning stage into the customer's hands. Every project has

its own team—an art director, designers, writers, and artists. Wänerstrand is the constant. It's his job to make sure every project meets its own guidelines.

"With *Magic*, we have a central atmosphere," he says. But if the company does a historical roleplaying game, "The art director has to bear

in mind that it's based on history, so there has to be some accuracy. The robots in *RoboRally* have to be characters that are easily made into figurines.

"There have to be guidelines. A mountain for *Ice Age*: the only parameter is that it's the proper size, maybe some chilly colors, but [the artist can] basically wing it from there. In a role-

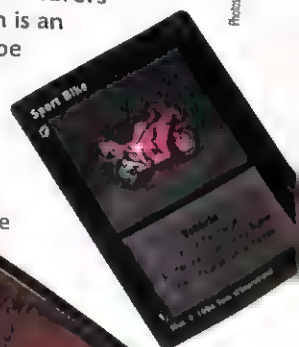
playing game, the mountain might be volcanic, with a party of adventurers climbing it, and one of them is an elf, one a dwarf. You maybe have to have more vigorous guidelines."

Wizards of the Coast also asks each artist to submit sketches before paintings are finalized. "We try to make a concerned effort to avoid some of the more stereotypical fantasy art," Wänerstrand says. "We want to appeal to the broadest market possible, but without selling out."

But don't get the idea that the



Tom Wänerstrand



Photos: Jeff Goy

28-year-old Wänerstrand is a perfectionist hell-bent on glory. Like a good teacher, his greatest success comes when no one questions the job he's doing. He looks good when the games come out on time. Also like a good teacher, Wänerstrand is still a student at heart.

"I've been influenced by a number of people," Wänerstrand says when asked about his artistic favorites. "Particular artists? It's hard for me to pick. I like classical Flemish painters, their attention to detail and realism. I like some contemporary artists. So many artists, I couldn't name one. I like a lot of the more abstract, more abstracted images using humans.

"I think I pick up inspiration everywhere I look. I can't really quote one person's work. I get a little here, a little there."

If you're looking for vintage Wänerstrand, find the Blood Moon card from *The Dark*. "That's closest to my normal painting style," he says. "It's very simple, something I would do for myself.

"It was a good experience for me. I started out with a single concept: I wanted a red moon rising up. I studied land masses, I looked at heavenly bodies like moons, stars, and nebulas. When I came up with something, it was a matter of hours [before it was complete], but it flowed naturally."

What about Royal Assassin, the powerful card that Wänerstrand illustrated for the original *Magic* release?

"The artwork is far from my favorite," he says.

"If I had it to do again, it would

probably be different."

That's only fitting, since the piece changed course between concept and finished product. "My original sketch was more of an action-type pose. It was like Doug Shuler's *Frozen Shade*," he says. "It was a leaping figure with a knife. But then I thought about it. If I was going to be an assassin, where would I wait? Probably at a bar. So I started focusing on an assassin waiting in an alley outside the pub. It was kind of stoic, very static. I used green to contrast against the brick wall.

"The original name was Assassin, but [when] they saw the garb, they changed it to Royal Assassin."

Wänerstrand, a first generation American with Swedish ancestors (his last name is derived from Lake Vänern, the largest lake in Scandinavia, and strand, meaning shore), didn't waste his youth dreaming about being a production manager. The path he took to Wizards of the Coast was more happenstance than calculated career move.

He took vocational classes in high school and earned an associate's degree in art from Seattle Central Community College. He was working for a sign company when he began freelancing for Wizards of the Coast more than two years ago. Besides



If you're looking for vintage Wänerstrand, find the Blood Moon card from *The Dark*. "That's closest to my normal painting style," he says. "It's very simple, something I would do for myself."

A spread of some of Tom's favorite cards.





Arcum's Sleigh, one of Wänerstrand's new *Ice Age* cards painting original *Magic* cards, he helped design the first issue of the company's magazine, *The Duelist*.

He reported to Jesper Myrfors, Wizards' art director and the creative force behind the art for *Magic: The Gathering*. And it was through that association that Wänerstrand was offered full-time employment.

"It was mostly being in the right place at the right time," he says. "I had a lot of project coordination experience, so it was a natural for me."

When Wänerstrand first began doing freelance work for the company, Wizards was run out of the basement of company president Peter D. Adkison.

"Many of the artists started out working almost for

free," Wänerstrand says. "They worked on almost an honor system."

The system has worked well. *Magic* has been successful beyond anyone's dreams (some sources say more than a billion cards have been sold). And those who worked on the early projects have been rewarded—including Wänerstrand.

When he joined the company, he found that Wizards of the Coast is short on ego problems. "We have a rather unique office," he says. "We keep the politics to a minimum. There are people [in my department] who are much better designers than I am. But they are content with what they're doing. They don't want to do what I'm doing."

True to form, the jump from contributing to *Magic* to devoting most of his time to it was trouble-free. "It was a very easy transition," he says. "A lot of people control it. We actually have a *Magic* steering team. I'm on the team as the production person. The team makes decisions. I am ultimately responsible for how it looks."

(Those looks will change in the near future. "There's going to be new packaging, certainly a step up," Wänerstrand says. "I have no plans to change things that have worked well. We're giving it a facelift, we're going to clean things up.")

While Wänerstrand has had his hand in many projects, he chooses *RoboRally* as his favorite. Garfield created the board game in the early '80s, and it was the reason he first approached Wizards of the Coast. Adkison liked

For the upcoming *Ice Age* expansion, Wänerstrand illustrated eight cards. *Skeleton Ship*, done with *Duelist* Art Director Amy Weber, is the first *Magic* card for which two artists collaborated on the same piece.



Skeleton Ship from *Ice Age*

RoboRally but passed on publishing it. He wanted something simpler, a game that could be played quickly between two people and with little equipment. *Magic* turned out to be that game, but *RoboRally* wasn't forgotten.

When it came time to prepare the game for publication last year, Wänerstrand was chosen as the art director.

"It was fun to coordinate and to put a face on it," he says. "So many different components—books, cards, figures, the board—and each has its own restrictions. It's the kind of game where you can let your imagination go free. I think Richard enjoyed seeing it through."

Not all of the projects have been quite as much fun. "A couple of *Magic* projects, a couple of the foreign translations [the game is available in Italian, French, and German, with Spanish and Portuguese on the way], have been nightmarish meeting deadlines," he says. "On *Legends*, there were 300-plus cards to get out in the middle of changing over our computer system. But we're constantly updating our system, so it just meant some long hours."

Wänerstrand is one of the few Wizards employees who doesn't play *Magic: The Gathering*. He prefers to spend his time working on his truck, reading, and listening to music—each of which he pursues with an equal zest. And he's still an artist.

He's not doing as much painting as he did before, but his work can still be seen in Wizards sets. He has four pieces in the latest *Magic* expansion set, *Fallen Empires*: Elven Fortress, Goblin Flotilla, Icatian Town, and Tidal Influence. "Those were fun pieces," he says. "I enjoy doing small color pieces."

For the upcoming *Ice Age* expansion, Wänerstrand illustrated eight cards. Skeleton Ship, done with *Duelist* Art Director Amy Weber, is the first *Magic* card for which two artists collaborated on the same piece.

You can see Wänerstrand's solo efforts on four Mountain cards as well as pieces entitled Lava Burst, Arcum's Sleigh, and Arcum's Weather Vane. (For more hot info on *Ice Age*, see Product News, starting on page 11.)

But don't get the idea he has an "in" when it comes to assigning art for the cards. Remember, Wizards of the Coast has a pool of more than 60 artists, so there's stiff competition.

"We limit the number of cards an artist can pick. In *Fallen Empires*, I did four out of more than 100. I'm very far down the line. There's no favoritism. I like to think I get chosen because of my artwork. If it were any other way, I'd rather not do it."

Wizards of the Coast probably won't be the last stop for Wänerstrand. The gaming business is fickle, and anything based on collectibility—as *Magic* is—is ripe for drastic change on short notice.

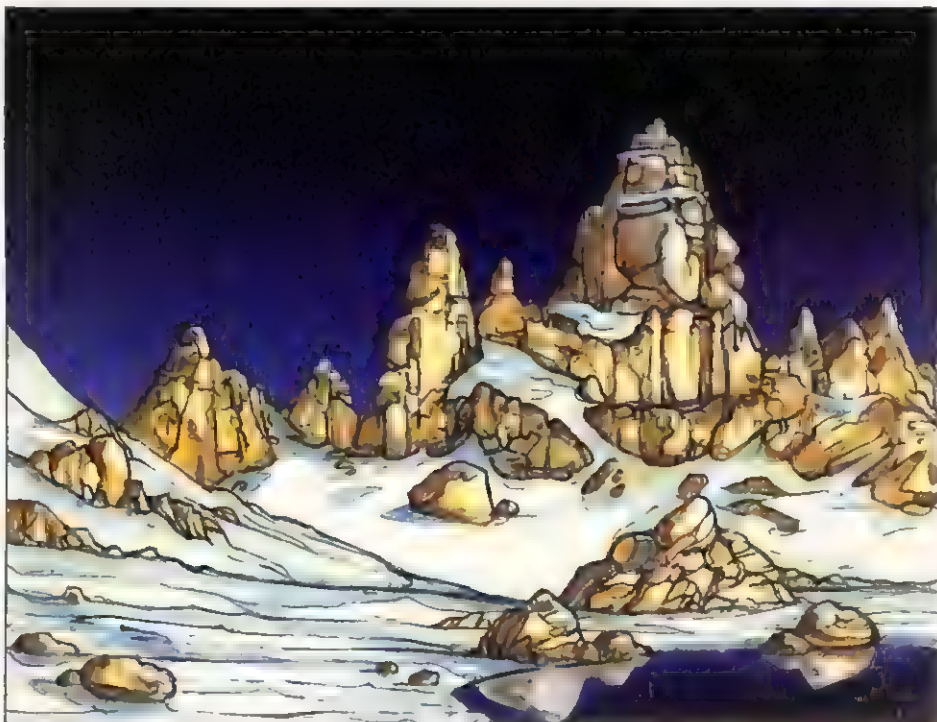
"I really enjoy the company, the people, and the industry," he says. "This could possibly be [my career]. If I move, I want to stay in publishing, prepress. Games are fickle things. *Magic* won't necessarily be around forever."

The truck won't be around forever, either, but Wänerstrand has a clearer idea of its future. He's going to combine his touch at auto restoration with his artistic flare.

"I have some new airbrushes," he says. "I'll do something typical of truck painting. Maybe some mountains, maybe some serpents."



Arcum's Weather Vane from *Ice Age*



One of four mountain cards from *Ice Age*

Zachary Reid wrote the Richard Garfield profile in the *InQuest* special edition and an article on collectible card games for the April 1995 *Collector's Sportslook*, for which he is the editor-at-large

Win Every Single

Magic Card!

ANATOMY OF A CARD



■ Grand Prize (One winner)

Be the envy of the free world (or at least your clique of friends) when you walk away with an entire set of *Magic: The Gathering* cards! Yeah, you heard right: win one of each different card with a unique name: the Moxes, the Black Lotus, all them Legend guys, heck, you even get the crappy cards like Avoid Fate and Goblin Artisans. One of everything!

■ Second Prize (No winners)

You win nothing. Zip. Zero. Nada. Go play *Spellfire*.

WHOA MOMMA!

So... what exactly do ya gotta do to win this stuff? **Simple.** We want you to **design your own Magic: The Gathering** game card (see sample card on left page).

First, make it look just like a **Magic card.** Right **Size** (or at least proportionate), correct placement of text, the whole kit 'n' kaboodle.

Second, it's gotta be all you. No swiping existing art from anywhere. If you do, **you're out.**

Third, the card concept has to be **original.** It doesn't matter if you make a creature, an enchantment, an artifact, whatever, but the **card** has to be an **original idea.** And hey, if you want to take a humorous slant, go for it. We're just looking for **originality.** The best of the best will be **showcased** in an upcoming issue of **InQuest!**

LEGAL LINGO

No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families, and anybody who affs people with a Channel/Fireball combination. You are a cheese boy. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form, a standard postcard, or a three-by-five-inch index card. Enter as many times as you like. Mail each entry to Every Magic Card InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. All entries become the property of Wizard Press and will not be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prize will be awarded in the name of the contest winner and is not transferable. Only one Magic card of each name in the Magic: The Gathering, Arabian Nights, Antiquities, Legends, The Dark, and Fallen Empires sets will be provided for the prize, where multiple versions exist, Wizard reserves the right to supply any one version of its choosing. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Y'know, it's gotta suck being a Kobold. I mean, even an Onixhopter's tougher than you! That's really, really gotta suck. All entries must be received at contest headquarters by August 15, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Wizard Press will choose a winner based on creativity and originality. The winner will be chosen on August 21, 1995. All decisions are final. All winners will be punched in the forehead.

For the name of the winner, available after September 11, 1995, send a stamped, self-addressed envelope to Every Magic Card InQuest Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching InQuest.



■ After you're done slaving over your little slice of heaven, fill out the official **InQuest** contest entry form below, attach it to the back of your creation, and mail that bad boy off to:

Every *Magic Card InQuest* Contest

c/o **Wizard Press**

P.O. Box 118

Congers, NY 10920-0118

Contest Entry Form ▼

This contest expires August 15, 1995! So get crackin'!

Name: _____

Date of Birth: _____

Phone #: () _____

Address: _____

City: _____

State: _____

ZIP Code: _____

Where did you purchase this issue, and where do you shop for Magic cards:

Attach this entry to the back of your original Magic card artwork, and ship the whole deal off to:
Every Magic Card InQuest Contest c/o Wizard Press, P.O. Box 118, Congers, NY 10920

Casting Call



InQuest casts the  movie.

By a bunch of *InQuest* staffers

They just don't make good fantasy movies.

They make a lot, yes, but none of them good. Yeah, the first

Conan was OK—slow, but OK. *Clash of the Titans* was neat...when you were 7.

And once you get past those two, boom, you're outta luck.

That's where we come in. Y'see, there's nothing we like better than sitting around and B.S.ing on how great a live-action *Hobbit* movie would be, or a *Conan The King* with the older Schwarzenegger, or...

Or a live-action *Dragonlance* flick. That'd be great: the underdog heroes of the lance duking it out with the evil forces of darkness that are kicking the crap out of everybody on the medieval world of Krynn.

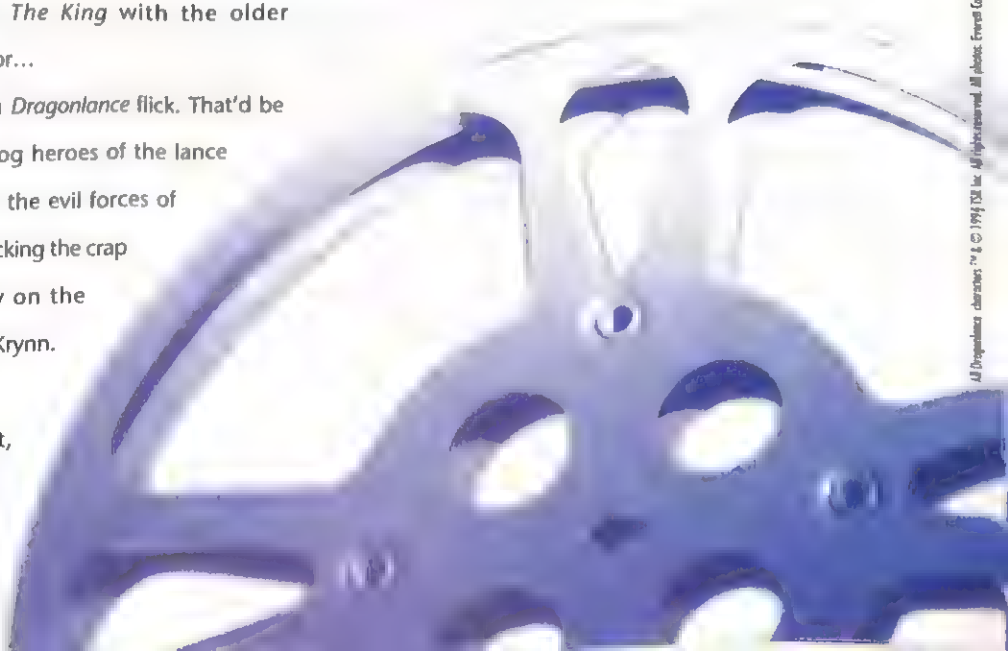
What an epic!

So we thought, to hell with it, if no

one in Hollywood'll do it, we'll just play make-believe and do it ourselves! It'll be better that way anyway. With that said, here's our imaginary *Dragonlance* flick.

First off, the man we want behind the camera is ace director Ron Howard, who would bring both the high-level intensity and humor this flick would need. As for the much-needed special effects, we turn to those wizards at Industrial Light and Magic.

And who would star in our Oscar winner? As they say in tinsel town, roll 'em!



All *Dragonlance* characters TM & © 1994 TSR Inc. All rights reserved. All photos: Everett Collection unless otherwise noted.

Tanis Half-Elven

The brooding half-breed leader of our group would be played by Eric Stoltz, most recently seen as the drug dealer in *Pulp Fiction*.



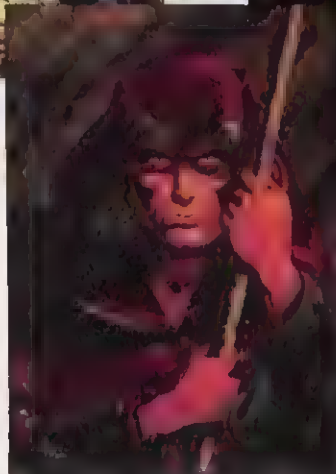
Caramon Majere

Playing the macho Majere brother would be ex-L.A. Law lawyer Harry Hamlin, though he'd have to beef up a tad.



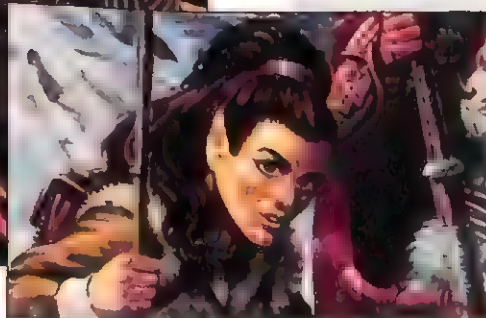
Raistlin Majere

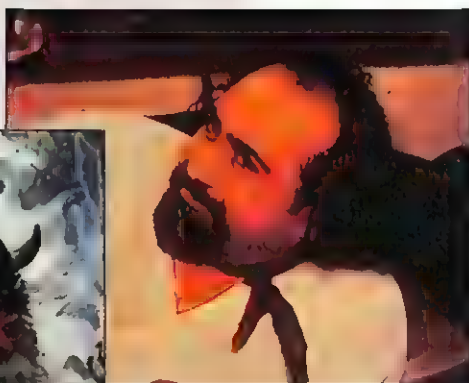
And the no-good, schemin', black-magic-dabbling Majere brother would be played by Robert Patrick, best known for his role as the unpleasant T-1000 robot from *Terminator 2*.



Tasslehoff Burrfoot

Playing the very short, very cool, very kleptomaniacal Tas would be Elijah Wood, seen recently in *North* and *The War*.



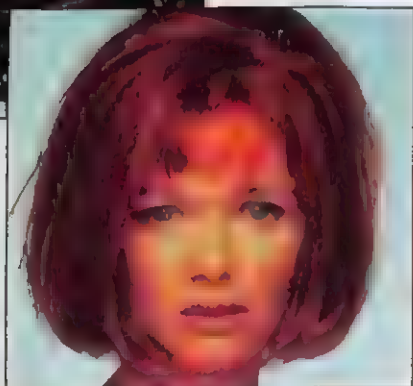


Flint Fireforge

The gruff but lovable (and that's a phrase you'll *never* catch us using again) dwarf would be played by Danny De Vito, known for about a gajillion different flicks, but probably most famous as Louie DePalma from *Taxi*.

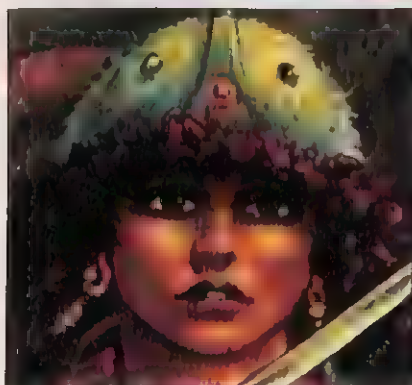
Fizban

The way-powerful though slightly befuddled wizard would be played by the king of actors, Sean Connery, who's been in tons of stuff (and no, we can't explain his presence in *Highlander 2*), but best known for his stint as the first James Bond.



Tika Waylan

Caramon's main squeeze would be brought to life by the way-awesome Lauren Holly, recently seen in *Dumb and Dumber*, and seen weekly on CBS's *Picket Fences*.



Storm Brightblade

For the role of the brooding knight of Solminia, our vote goes to Lance Henriksen, who's been in about 708 different B-grade flicks. You know him as Bishop from the last two *Alien* flicks.

Lady Crysania

Playing the lovely cleric of Paladine would be megababe Sandra Bullock, whom we last saw driving a great big bus in *Speed*.

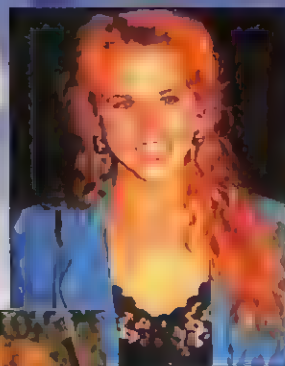
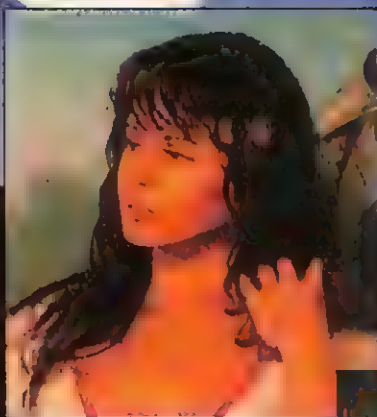
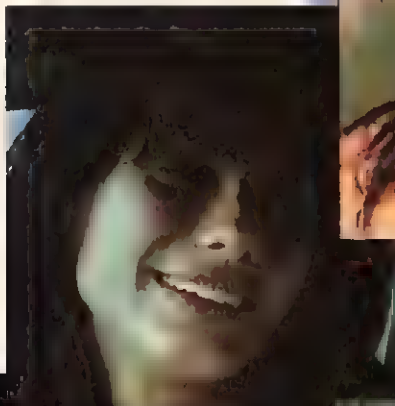
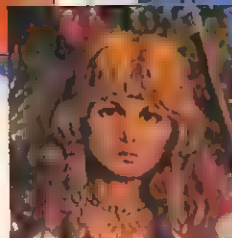


Photo: Vincent Zeffano for Star Line



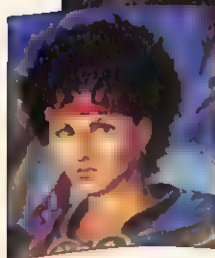
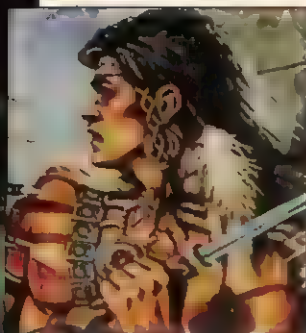
Goldmoon

As the cleric whom everyone kept pointing at and saying,

"Hey, isn't that the staff we're lookin' for?," we picked Linda Blair, best known for her role as the pea-soup-shootin' and rug-staining li'l tyke from *The Exorcist*.

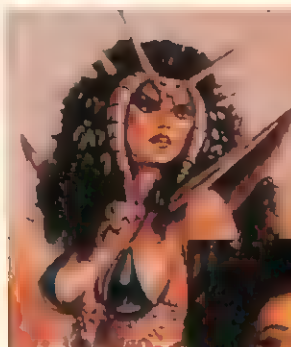
Riverwind

Goldmoon's spit-swappin' partner would be played by Sonny Landham. Y'know, the guy who played Billy ("We're all gonna die!") in *Predator*.



Kitlara

The murderess ex-flame of Tanis Half-Elven would be played by Sigourney Weaver, whom we all know and love as Ripley in all the *Alien* movies.



Yekkihi

Yikes. The unholy Queen of Darkness and all-around mean lady would be played by *chica muy caliente* Teri Hatcher, better known as Lois Lane from ABC's *Lois & Clark: The New Adventures of Superman* TV show.



When not spending most of the workday coming up with useless crap like this, the folks in the *InQuest* bullpen spend most of their time coming up with useless crap like this.

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ULTIMATE CHAOS!



By Andrew Kardon

Which is the best card game? *InQuest* finally puts the question to rest.

The decks were stacked against *Uno*: We knew that right from the start.

But there was an important question to answer. Namely, which collectible card game was the best? We decided to play the ultimate chaos game to settle the matter, using *Dixie*, *Illuminati*, *Jyhad*, *Magic*, *Spellfire*, *Star Trek*, *Super Deck!*, and *Uno*, which actually isn't collectible.

We drew straws to see who'd play which game, and agreed that the rifle-toting *Dixie* would go first. Unfortunately, no one had ever played the ultimate Civil War card game before. Nervously, we waited for the opening play.

After giving his cards a dumbfounded look, *Dixie* tossed down Manassas Gap R.R., Barnard Elliot Bee, and three Infantry. "You can't throw down five cards in one

turn!" *Magic* exclaimed. "Read the rules!" *Dixie's* reply: "Make me."

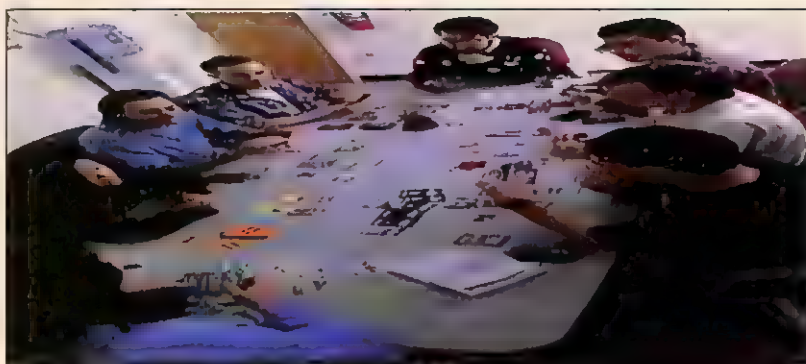
Everyone spent the first few rounds familiarizing themselves with their decks—except *Dixie*, who seemed hell-bent on conquering the Federation, Romulan, and Klingon empires single-handedly. *Star Trek* wasted little time, retaliating every chance he got. Captain Jean-Luc Picard and his fleet of starships set phasers on full and blasted Sherman, Burnside, and the 32nd New York right out of the water.

This barbaric display prompted *Uno* to remind *Star Trek* of that annoying Prime Directive: men in large spaceships shouldn't be blowing up soldiers with little muskets. *Star Trek* simply looked at him, then returned to blowing the Union army a new hole. So long, 1st Rhode Island!

Super Deck! was quick to knock the smirk off of *Star Trek's* face by playing a Tactical Nuke. That removed four cards from each side of the battle, including

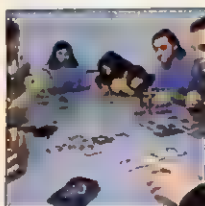


HOW CAN THIS BE?
I WROTE THIS PIECE,
I CAN'T LOSE!



WHAT KIND OF WARPED MINDS PUT THIS GAME TOGETHER, ANYWAY?

the U.S.S. Nebula, U.S.S. Miranda, a Romulan Warbird, and an Yridian Shuttle. *Qapla!*



While all this was going on, *Magic* managed to convince everybody that his *Fellwar Stones* could produce colorless mana, since *Spellfire's* realms counted as lands. Through the groans, *Magic* got out a Celestial Prism to set up his future plays.

Jyhad then sent his first vampire, Roland Bishop, to bleed *Uno*. "But I don't have any blood," *Uno* sniffed. "I've just got colors and numbers!" Hmm, a minor setback for vampires.

After chucking down a Blue 7, *Uno* giggled



gleefully. "*Uno!*" He was one turn away from winning. Could anyone stop the *Uno* juggernaut?

Unworried, *Illuminati* irritated *Magic* by using the almighty Al Gore card, capable of stealing one green group, to take a forest.

Dixie was still having a bit of trouble with the rules. He obviously had a limited knowledge of the Civil War, since he was playing Confederate and Union soldiers at the same time. "You can't play Blue and Gray on the same side," *Illuminati* complained. "They're enemies!" *Dixie* replied by pulling out his 12PDR Howitzer and blasting *Illuminati* for two points.

But *Uno* was still just a turn away from victory. *Magic* squinted his eyes, rubbed his temples, took a deep breath, and drew a card.

A hellish smile spread across his face. This was good. This was very good. *Magic* tapped both islands, both mountains, all his *Fellwar Stones*, and removed a whole wad

of tokens from his Dwarven Hold. Before *Uno* could say "Nevinyrral's Disk," *Magic* threw down a 15-point Braingeyser...and forked it! Flabbergasted, *Uno* drew 30 new cards.

The Massacre of 1865 was reaching an all-time high, as *Star Trek* and *Dixie* each had some 20 cards out on the table. *Star Trek* looked *Dixie* square in the eye, bellowed "Remember the Alamo!," and sent every available ship, including the *Excelsior* and *Pagh*, against the brave soldiers of Bull Run. David Rumph Jones rallied his troops, but after a quick count, *Dixie* was forced to surrender. (What would you do if your middle name was Rumph?)

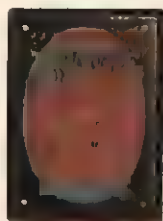


But before "Taps" could be played, even before *Star Trek* could start gloating (you know those Trekkies), *Super*

Deck! leaped out of nowhere and threw down a Hydrogen Bomb, destroying all cards in the current battle. *Star Trek* cleared all his cards from the table, then looked through his hand for something to re-establish his fleet. It was to no avail: like any new ensign on an away team, *Star Trek* was dead and gone.

Uno began his turn looking a little nervous. He put down a Green 9 and urged *Illuminati* to go. "Wait a second," said *Spellfire*. "Now that *Dixie* and *Star Trek* are out of the game, you are too, *Uno Boy!*" As if struck by lightning, we all realized

■ Tale of the tape: in NO particular



NAME: **MAGIC: The Gathering**

AGE: Still fresh

WEIGHT: Heavyweight

HEIGHT: Way, way up there

REACH: Everyone

■ This barbaric display prompted *Uno* to remind *Star Trek* of that annoying Prime Directive: men



NAME: **UNO**

AGE: Seasoned veteran

WEIGHT: Welterweight

HEIGHT: Up there

REACH: *Todo el mundo!*

in large spaceships shouldn't be blowing up soldiers with little muskets.



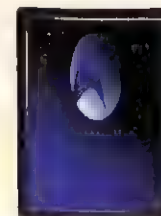
NAME: **ILLUMINATI**

AGE: Classified

WEIGHT: Classified

HEIGHT: Classified

REACH: Classified



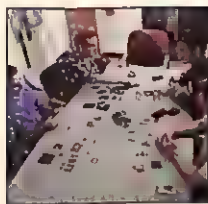
NAME: **STAR TREK: TNG**

AGE: One light year

WEIGHT: 20 lbs. soaking wet

HEIGHT: Upper orbit

REACH: The final frontier



that under *Uno* rules, since someone had already left the game, *Uno* had lost. Bye bye!

Now the road was clear

for *Jyhad* to go after *Illuminati*. On *Jyhad*'s next turn, he attempted to forge a Peace Treaty, which would destroy all weapons in play. Gilbert "The Prince of Miami" Duane cast two votes in favor of this political action. But as *Jyhad* started pulling everyone's weapons out of the game, *Illuminati* grabbed his hand and cackled. He used three action tokens, counting them as political votes under

Jyhad rules (we're still not sure that's legal, but that's *Illuminati* for ya), to vote against the treaty. He then threw down a Backlash card, which, under *Jyhad* rules, forced the loser of the vote to forfeit two blood points.

Jyhad's face turned a whiter shade of pale. He gazed at his blood pool, which contained...two blood tokens. *Illuminati* had planted a stake in *Jyhad*'s heart. And then there were four.

The quietest member of the game, *Spellfire*, was slowly but surely amassing an enormous army. Actually, it was just two characters, brave Tanis Half-Elven and villainous Lord Soth, each carrying a hell of a lot of pluses. *Spellfire*'s next move was to

throw a Shield of Destruction on his Cistern Fiend.

"What the heck does that do?" asked *Super Deck!*

"Not much, except give my characters 10 more pluses than your hero and villain have," *Spellfire* smirked.

Super Deck! had one last chance,



but alas, Goodwin and Yarf the Troll had no more bonuses left to bring to the battle, and succumbed.

Super Deck! bid

all *adieu* and sadly withdrew.

But *Spellfire* was too distracted to celebrate his success. We saw why when *Magic* smugly threw down a forest. "Beat it," he snickered. It was *Magic*'s sixth land, and meant that he had won under *Spellfire* rules. *Spellfire* had lost—to a forest!

"Now it's your turn to die, scum," snarled *Magic*, turning his full attention to that *Illuminati* weasel. With the arrogance of a god, he threw down a five-point Earthquake. This only managed to eliminate a few locations like France and Japan. *Magic* cursed and cast Cleanse, which destroys all black creatures in play.

"All my groups are red, not black, you fool," *Illuminati* countered.

Everyone stared in disbelief. Had the mighty *Magic* fatally faltered?

Hardly. *Magic* tossed down a

Sleight of Mind and changed Cleanse's color to red. This left only a defenseless—and thus defeated—Illuminati on the table. To add insult to injury, *Magic* threw a Brainwash on the *Illuminati*, paralyzing the already defeated conspirator.

Victory was his! *Magic* jumped on the table, placed his foot on *Illuminati*'s stomach, and began his victory celebration, mixing the words from "¡Feliz Navidad!" with the chant on the Uthden Troll card.

And there you have it: *Magic* reigned supreme as the Lord of Chaos. It's not necessarily a title anyone would kill for, but it's a title nonetheless. Yeah, scads of people still play *Illuminati*, *Star Trek*, and the rest—but we've learned from this experience. Go play your little card games. We're off to see how chess rates against bowling, squash, and gnip gnop.



TO THE VICTOR
GOES THE SPOILS

Andrew Kardon, an editor of sorts for that *Wizard* magazine, still enjoys playing *Magic*, even though he taught his girlfriend Allison how to play and she beats him every time.



NAME: DIXIE

AGE: Younger than it looks

WEIGHT: Junior Welterweight

HEIGHT: Needs a phone book

REACH: Tough Call

"Wait a second," said

Spellfire. "Now that *Dixie*

and *Star Trek* are out of the

game, you are too, *Uno* Boy!"

Now the road was clear

for *Jyhad* to go after

Illuminati.



NAME: SPELLFIRE

AGE: Ripe

WEIGHT: Flyweight

HEIGHT: Vertically impaired

REACH: Needs a ladder



NAME: SUPER DECK!

AGE: 1 (in dog years)

WEIGHT: Flyweight

HEIGHT: Sea level

REACH: Needs two ladders



NAME: JYHAD

AGE: Ancient

WEIGHT: Middleweight

HEIGHT: Still reachin'

REACH: Cold and clammy

CONTEST

Headed to

**Grand Prize** (One winner)

One fan will have it made as *InQuest* and TSR pick up the tab and ship you and a friend (or a legal guardian, if you're under 18 years of age) off to Milwaukee, Wis., to attend the 1995 GEN CON Game Fair from Aug. 10-13, 1995! You heard right: you and your bestest pal go, party, play games, eat, hang out, play games, meet top artists and creators, play games—the whole VIP treatment, including travel, lodging, and admission, plus \$500 spending money to boot!

Second Prize (Five winners)

Five runners-up can console themselves with a complete set of *Blood Wars*, the brand-spankin'-new card game from the folks over at TSR, including escalation packs released through June 30, 1995.

Hotel, admission, goodies— heck, a whole mess o' stuff courtesy of those fine folks over at TSR.

All-expenses-paid trip? For two? So who do you have to off? Nobody! All you gotta do is give us the top 10 reasons you *must* go to the GEN CON Game Fair this year. If yours is the funniest, cleverest, or most imaginative list, boom, *InQuest* is slappin' you and your buddy on a plane and you're headin' to Milwaukee, the party capital of the American Midwest! Your entry may be a written top 10 list, an illustration, a comic strip, whatever weird thing you can concoct. Now get to it!



After all that business is taken care of, fill out the Official GEN CON *InQuest* Contest Entry Form below, attach it to the back of your top 10 list, attach proof (photocopies are fine) that you and your friend are 18 or over if you're planning to bring a friend, and mail the whole thing off to:

GEN CON *InQuest* Contest
c/o Wizard Press
P.O. Box 118
Congers, NY 10920-0118

Contest Entry Form ▼

Legal Lingo

No purchase necessary. Contest is open to anyone except employees of Wizard Press, TSR, their immediate families, and anybody who doesn't try new card games once in a while. There's so much cool stuff out there, you're losing out if you limit yourself to just one game. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form, a standard postcard, or a three-by-five-inch index card; if you're over 18 and intend to bring a friend, attach proofs of age (photocopies are fine) for yourself and your friend. Enter as many times as you like. Mail each entry to GEN CON *InQuest* Contest c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. The first prize winner must accept travel arrangements as provided by Wizard Press. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. All entries must be received at contest headquarters by June 30, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. The winner will be chosen by July 30, 1995. Wizard Press will judge the contest based on creativity and originality, and will be the sole judges of this contest. All decisions are final. Anybody caught whining will be beaten with a pillowcase full of tape dispensers.

For a list of winners, available after August 1, 1995, send a stamped, self-addressed envelope to GEN CON *InQuest* Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920, or just keep watching *InQuest*!

This contest expires June 30, 1995!
So, get crackin'!

My Name: _____

Date of Birth: _____

Phone #: () _____

Address: _____

City: _____

State: _____

ZIP: _____

My Friends Name: _____

Date of Birth: _____

Phone #: () _____

Address: _____

City: _____

State: _____

ZIP: _____

Official GEN CON *InQuest*

MAGIC

ARMADA

Jeff Gómez brings the world's most popular card game into the world of comic books.

For years, inspired by everything from *Godzilla* to *Lord of the Rings* to *Star Wars*, Jeff Gómez had dreamed of writing epic fantasy. Today, as the editor for Acclaim Comics' Armada imprint and scripter of its *Magic: The Gathering* comics, Gómez's dream has come true.

Gómez is writing *Magic: The Gathering—The Shadow Mage* and *Ice Age on the World of Magic: The Gathering*, which are both four-issue monthly series. He is hoping to write something different—something that bridges comics and fantasy. As he puts it, "It's not just long-underwear people running around beating each other up... I'm going for something that isn't standard: a richness, a sense of culture, a sense of real passion for what's happening on the page."

What ignited Gómez's fervor for the project? Why, the Fireball card. Says Gómez, "It was at Giants Stadium, at a Pink Floyd concert. I was dazing out, listening to the music, hoping against hope that WoTC [Wizards of the Coast] would pick up Acclaim's bid for the *Magic* license."

"I started imagining the first few pages of the first issue: this huge Planar Barge flashing through a rift, and a noble warrior hurling this spectacular Fireball at it. Lo and behold.... That image became the opening for the first *Magic: The Gathering* comic, *The Shadow Mage*."

Other *Magic* cards also caught Gómez's fancy. "The images that

appear on the covers are the ones that haunt me the most," he confesses. That's why the Hurloon Minotaur is on the cover of issue #2, and the Juggernaut on #3.

"But on the other hand, I want the spells to serve the story," Gómez notes. "I'm not going to rig the story to include the more popular spells or the super-rare spells if that's not what the story calls for."

How does someone who doesn't play the game much learn enough to write *Magic* comics? Besides going to gaming stores to get tips from players, Gómez is privy to the *Magic* bible. "I've been given a God Book, which includes pictures and flavor text of every single card in the *Magic: The Gathering* line, and I've been given a complete spell list for *Ice Age*. We've had to guard both with our lives."

The comics take place on Dominaria, the pivotal nexus world of the Dominia multiverse. Gómez wouldn't have it any other way.

"If I were a player, what I would want to see is the most important dimension, the one WoTC is going to deal with the most, and that is Dominaria. In Dominaria's past, you have *Antiquities*, *The Dark, Fallen Empires*, and *Ice Age*. In its present, you've got places like the Domains in the novels—Hurloon, Benal, and so forth. That's where I wanted to play, that's where I wanted to tell my stories."

Both Gómez and Wizards of the Coast say the comics are as much a part of the *Magic: The Gathering* universe as the novels or "flavor text" on the game cards themselves. "[WoTC] seemed to like what we were doing in preproduction so much, they let me have a complete continent," Gómez says. "It's been referred to as Stonehaven in the novels, across the ocean to the east of the Domains. Stonehaven itself is only the western portion of the continent, which will actually be called Corondor."

"The action in *Shadow Mage* takes place on the southwest coast of Corondor. WoTC will incorporate the land's geog-

raphy and history into its world mythology, and you'll start seeing signs of it...in some fantastic products coming out this summer."

Shadow Mage's hero is Jared Carthalion, last in a long line that has influenced most of the history of Dominaria. The story begins with Lord Adam Carthalion's final duel, a detailed *Magic* battle. The infant Jared escapes thanks to his father's spellsquire, but not before both are injured by a Syphon Soul spell.

"The squire is an embittered man, old before his time, who nonetheless loves Jared and is training him to be both a fighter and a spellcaster," Gómez explains. "Raised in poverty, Jared is picked on and sneered at.... Because he plays with fire as a youngster, and because he's so pale and gaunt, he becomes known as the Shadow Mage." *Magic: The Gathering—The Shadow Mage* portrays Jared Carthalion's journey of self-discovery and vengeance.

Shadow Mage is being penciled and inked by renowned fantasy artist Val Mayerik, who is also painting the covers. *Magic: The Gathering* Revised cards are being inserted into the first and second issue, and "creature tokens," for cards that generate additional creatures, will be inserted into issues #3 and #4.

Ice Age on the World of Magic: The Gathering, a tie-in with June's *Magic* expansion set of the same name (see Product News starting on page 11 for more details), relates a 2,000-year saga encompassing one of the most devastating eras in Dominaria's past. "The Antiquities War between Urza and Mishra—it was a terrible, gigantic war—affected the atmosphere, the world ecology of Dominaria," Gómez says. "It slowly brought on the Ice Age that finally overtakes the world after *Fallen Empires*.

"A great city on the continent of Terisiare...is the very last of the Fallen Empires. The city is called Storgard, the Ice Age's version of Atlantis. It was the storehouse of all these magic relics and spells, and some of the great historic figures you'll read about on the cards lived there."

As the mini-series continues, Gómez will show how various generations struggle not only to survive but to understand what has happened to their world. The storyline's main villain is the demon Tevesh Szat, who wants to keep things very frosty on Dominaria. Naturally, he's opposed by a few Carthalions and a host of heroes and villains based on new cards. Readers will be treated to revelations about the universe of Dominia and clues to some of the mysteries of *The Shadow Mage*.

Ice Age is being penciled by Rafael Kayanan, who is finishing a run on Marvel Comics' *Conan Adventures*, with breath-taking covers painted by Hugo Award-winner Charles Vess. Preview cards from the *Ice Age* expansion deck are being inserted into the first two issues, and more creature tokens are going into issues #3 and #4.

Will there be additional *Magic* series? You betcha. "*Fallen Empires* is next," Gómez says. "I'll be writing it with Kevin Maples of WotC, and Anson Maddocks will be painting the covers. It'll start this May, and run two issues. We're putting a whole *Fallen Empires* booster pack in with the first issue!"

At least four other *Magic* projects are in the works at Armada, including a Hurlon Minotaur special and a sequel to the *Shadow Mage* that will tie directly into WotC's late-summer expansion set, tentatively titled *The Homelands*. Now that's something to look forward to!

Opening

Draw!

Artists Turn Magic Into Comics

What does magic look like? According to Rafael Kayanan, interior artist for Acclaim Comics' *Ice Age on the World of Magic: The Gathering*, it looks a bit like a science textbook.

"I'm trying to stay away from the standard magical type of line work, rays coming out of people's hands," Kayanan says. "A lot of the spells will look like physics gone haywire."

Kayanan began work on the *Ice Age* book even before the cards in Wizards of the Coast's new *Ice Age* set were finalized. "It's fun for me because I get to make it up; they'll give me a general description, but I get to design the whole thing."

Although Kayanan has sighted *Magic* in Marvel Comics' artists' bullpen, he says the pressures of meeting *Ice Age* deadlines have prevented him from playing the game.

Charles Vess, who's painting the covers for the mini-series, has never played *Magic* either, but knew of it before accepting the assignment. He has his own ideas about illustrating the supernatural. "You have to feel like the person who's doing the magic feels like they're doing it," Vess says. "I know that there's some things that work, but it's pretty much intuitive."

The biggest challenge the Armada artists face is translating an incredibly popular collectible card game into comic books.

"It's like when someone's favorite character goes from a book to a movie," says Val Mayerik, artist for Acclaim's *Magic: The Gathering—The Shadow Mage* mini-series. "You know that some people are going to be pleased and some people are going to think that you missed the boat entirely."

Mayerik's book, unlike Vess and Kayanan's, depicts cards that have already appeared. "I try to stay as accurate to a pre-existing card as I can if that's what's called for, but if it's a new character we're creating or if I'm told we can change things on a pre-existing character, I go ahead and do it," Mayerik says.

Will fans be pleased with the comic books? Mayerik hopes so. "I think they're going to find that these books are every bit as good, if not better, than a lot of books that are out there right now. It's going to be a departure from the typical diet of superheroes."

—Matthew E. Milliken



LIKE RATS ON COCAINE

An addict's account of pricing collectible cards.

By Douglas Goldstein

Magic is a dangerous thing.

Yeah, I'd heard of the game before I learned to play it last December. It seemed interesting, but when I moved my eyes over the comic book counter to the *Magic* cards, I saw the \$7.99 price tag on the starter decks.

It didn't matter that a couple of guys noticed my interest and told me how great the game was. The price tag was too high, and people's recommendations usually don't carry much weight with me since my second grade teacher told me to try chocolate-covered ants and buttermilk. (Not at the same time, but they were still terrible.)

Then Mike Searle, the evil editor of *InQuest*, taught me how to play. He even gave me my own deck (commons, but still neat). I soon broke through the surface tension of the *Magic* pudding and got stuck. I went from "\$8 is a lot for a deck" to "\$8 is a lot for one card" to "WTB: \$140 for Black Lotus, must be NM—email w/replies" in two months.

Since last fall, *Magic*'s shot out of the back room, single-handedly revitalizing (and overshadowing) the entire fantasy gaming industry. It's a dangerous thing. Devoted players can spend money on the game like rats on cocaine.

Most people, however, have limited budgets, and zero in on the most useful cards. It'd've been better if I'd known beforehand which cards were going to go up in price.

- Hurkyl's Recall, once 50 cents, now sells for around \$4. This low-casting-cost card returns the target player's artifacts to his hand, and can crush

artifact-heavy decks.

- Enchantment Alteration, long ignored, is creeping into the \$2 range. Undo your opponent's plans and enhance your permanents with his enchantments!

- Berserk, a game-breaker, has risen from \$8 to \$16 since December. Someone blocked your

big creature with a 1/1? Berserk it. Sure, you lose your creature, but surprise, your opponent is dead.

A card's availability has a lot to do with its price: if you can't get a card, it'll be worth more, even when useless.

- Circles of Protection and Prodigal Sorcerers are extremely useful, but not very valuable: there's more out there than unsold cases of Crystal Pepsi.

- The discontinued Word of Command sells for \$37. It lets you look at your opponent's hand and cast one of his instants or sorceries spells with his mana. Sounds neat, but think about it. The best you can hope for is for him to Fireball himself. I think some kid in Kansas got this to work right. Once. However, it's \$37 only because it's impossible to get.

So the overpowering determination of what a card is worth is its availability—but the playing value is what's going to make the dollar value go up.

- Elder Dragons won't appreciate much: they're rare and neat as heck, but they're so difficult to play with that they're stuck at \$25 each.

- The game-breaking Black Lotus may soon reach the \$200 level as easily as the \$100 mark it surpassed only too recently.

These rules are true for other games as well. Why are *Star Trek: The Next Generation Customizable Card Game's* Data, Picard, and U.S.S. Enterprise cards moving into the \$60-\$80 range? Because when you bring them out, you can complete your missions lickety-split.

(Also, it's great to say, "I'm launching my U.S.S. Enterprise under the command of Captain Jean-Luc Picard! Yee-hah!" Trekkies eat this up, which is one reason *Star Trek* cards are gaining value.)

If you've been eyeing a card you could really use but haven't yet bought it, you may be making a mistake. If it's useful to you, it's probably useful to everyone, and the price may rise out of reach.

Of course, new releases affect the prices of existing cards. Leviathans are stuck at \$8-\$9: the biggest creature in *Magic* costs two islands to untap or attack. But *Ice Age's* Norritt—a black creature that untaps blue creatures, free in *Wizard: The Guide to Comics* #45—makes the Leviathan easier to use, hence more valuable.

New releases could also hurt the values of existing cards. More on this next issue, when I look at the effect upcoming *Magic* sets like *Ice Age*, *Chronicles*, and the fourth edition of *Magic's* basic set might have on the market.



■ Ooh! 10/10. Every bit worth the \$8 price tag. And better tasting than chocolate-covered ants and buttermilk.

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INQUEST

P R I C E G U I D E I N T R O

How to use this price guide

repeat after me: The following *InQuest*

game card price guide is as accurate

and up-to-date as we could make it.

Remember, though, that all values listed are only

guides—prices may vary depending upon the

local availability and popularity of a card. Before

you plunge into the price guide, though, there's

some other stuff you should know about it.

CARD SETS

Most card games have been printed in at least two editions. For instance, the very first *Magic: The Gathering* release is called the Alpha edition. It has a black border to indicate that a limited number were printed. The next *Magic* set, the Beta edition, was changed in many ways, but has several cards that are virtually identical to their Alpha predecessors.

But don't be fooled: an Alpha *Demonic Hordes* is more valuable than a Beta *Demonic Hordes* in the same condition, which in turn is worth more than a Revised *Demonic Hordes*. If you're confused about where one of your cards came from, match up the logo on the card with the logo by the name of each set. If there's no logo, look in the basic sets.

CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked.

Mint: Perfectimundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

Near Mint: Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30% bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent: Excellent cards may have four slightly worn corners, 85/15 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration or a slight loss of gloss. Excellent cards sell for 50 to 70 percent of price guide listings.

Good: A card that's graded Good isn't really good. Think of it as an ok card—that is not so hot to begin with—that got into a fight on the way home. Good cards sell for 15 to 30 percent of price guide listings.

Fair: Remember what your mother told you about not saying anything at all if you can't say something nice? Well, Fair cards sell for five to 15 percent of price guide listings.

Poor: OK, let's get one thing straight: Poor cards are about as much fun to look at as a sandwich that's been sitting in the refrigerator for three months. Poor cards sell for less than five percent of price guide listings.

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1 or R2-D2; in this price guide, cards are either common, uncommon, or rare. Guess what? We've got a real simple abbreviation system for those words—check it out below.

CCommon
UUncommon
RRare

POWER RATINGS

.... The Best. These are cards that should fit nicely into virtually every deck. Creatures with a five-star rating are usually game-breakers; they're the ones that your opponents will pool all of their resources into eliminating. Five-star spells are usually worth adding to a deck even if they are of the wrong color. Cards such as City of Brass, Celestial Prism, and Mana Batteries can be used to produce the appropriate color of mana.

... Excellent. These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

.. Average. These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and on what four- and five-star cards your deck contains.

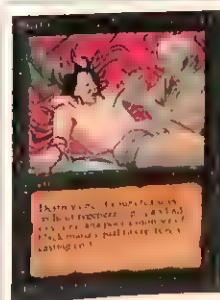
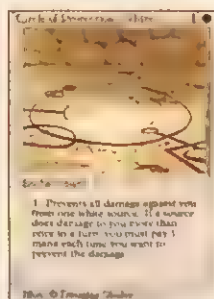
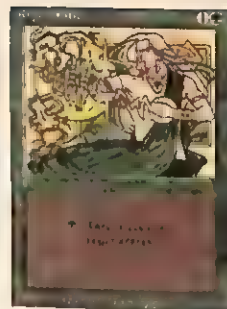
.. POOR. This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• THE WORST. There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

-- INAPPLICABLE. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

LEGEND

See bottom of Price Guide page's for a complete listing of the Card Set legend.



■ For an in-depth description of these and a thousand other cards, turn the page to the most complete listings you've ever seen.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
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MAGIC

The Gathering™

ALPHA

Booster Pack \$90.00
Booster Box \$3,250.00
Full Alpha Set (295) \$2,750.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
ARTIFACTS						
Ankh of Mishra	ART	R	●●	Arny Weber	2	6.00
Do 2 damage to any player who puts a new land into play.						
Basalt Monolith	ART	U	●●●	Jesper Myrfors	3	2.00
T: Add 3 to your mana pool. Spend 3 to untap at any time.						
Black Lotus	ART	R	●●●●●	Christopher Rush	0	200.00
T: Discard to add 3 mana of any single color to your mana pool.						
Black Vise	ART	U	●●●●	Richard Thomas	1	4.00
Do 1 damage for each card over four opponent has in hand during upkeep.						
Celestial Prism	ART	U	●●●●	Arny Weber	3	2.00
2, T: Provides 1 mana of any color (play as an interrupt).						
Chaos Orb	ART	R	●●●●	Mark Tedin	2	90.00
1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.						
Clockwork Beast	AC	R	●●●	Drew Tucker	6	8.00
Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep, controller may pay 1 and tap Beast to regain a lost counter. Q/4.						
Conservator	ART	U	●●●	Arny Weber	4	1.00
3, T: Negate the loss of up to 2 life.						
Copper Tablet	ART	U	●●	Arny Weber	2	10.00
All players take 1 damage during their upkeep as long as Copper Tablet is in play.						
Crystal Rod	ART	U	●●	Arny Weber	1	1.00
1: Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.						
Cyclopean Tomb	ART	R	●●●	Anson Maddocks	4	70.00
2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal.						
Dingus Egg	ART	R	●●	Dan Frazier	4	8.00
Whenever anyone loses a land, do 2 damage to that player for each lost land. Yikes!						
Disrupting Scepter	ART	R	●●●	Dan Frazier	3	7.00
3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.						



Would you believe you can summon Johan on the third turn? On your opening turn, play nothing and instead discard your eighth card—Johan or another big bad boy. He's now in your graveyard. After placing a swamp and another land, cast *Animate Dead*. *Prestol Granted*, a *Diechance* or a *Tranquility* can take him out, but we wouldn't want to be on the receiving end if the enchantment stays!

Forcefield	ART	R	●●●●●	Dan Frazier	3	100.00
1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.						
Gauntlet of Might	ART	R	●●●●●	Christopher Rush	4	110.00
All mountains produce an extra mana. Give all red creatures +1/+1.						
Glasses of Urza	ART	U	●●●	Douglas Shuler	1	2.00
T: Look at opponent's hand. No, his cards!						
Helm of Chatzuk	ART	R	●●●	Mark Tedin	1	5.00
1, T: Give one creature banding ability until end of turn.						
Hive, The	ART	R	●●●	Sandra Everingham	5	10.00
5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.						

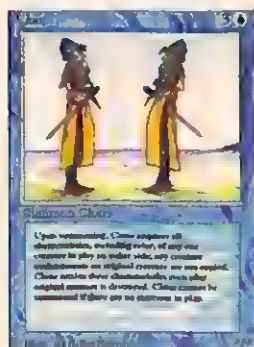
Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Howling Mine	ART	R	●●●●	Mark Poole	2	11.00
Everyone must draw an extra card during his or her draw phase.						
Icy Manipulator	ART	U	●●●●●	Douglas Shuler	4	90.00
1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.						
Illusionary Mask	ART	R	●●●	Arny Weber	2	60.00
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.						
Iron Star	ART	U	●●	Dan Frazier	1	1.00
1: Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.						
Ivory Cup	ART	U	●●	Anson Maddocks	1	1.00
1: Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.						
Jade Monolith	ART	R	●●	Anson Maddocks	4	4.00
1: Take all damage done to any creature on yourself instead.						
Jade Statue	ART	U	●●●●	Dan Frazier	4	18.00
2: Make Jade Statue a 3/6 artifact creature that may only attack or block.						
Jayemdae Tome	ART	R	●●●●	Mark Tedin	4	7.00
4, T: Draw 1 extra card.						
Juggernaut	AC	U	●●●●	Dan Frazier	4	4.00
Must attack each turn if possible. Can't be blocked by walls. 5/3.						
Kormus Bell	ART	R	●●	Christopher Rush	4	6.00
Treat all swamps in play as 1/1 creatures that can be tapped for B.						
Library of Leng	ART	U	●●●	Daniel Gelon	1	2.00
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.						
Living Wall	AC	U	●●●	Anson Maddocks	4	2.00
Counts as a wall. 1: Regenerates. 0/6.						
Mana Vault	ART	R	●●●●	Mark Tedin	1	7.00
T: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.						
Meekstone	ART	R	●●●●	Quinton Hoover	1	8.00
Any creature with power greater than 2 may not be untapped as normal during the untap phase.						
Max Emerald	ART	R	●●●●●	Dan Frazier	0	150.00
T: Add G to your mana pool.						
Max Jet	ART	R	●●●●●	Dan Frazier	0	150.00
T: Add B to your mana pool.						
Max Pearl	ART	R	●●●●●	Dan Frazier	0	150.00
T: Add W to your mana pool.						
Max Ruby	ART	R	●●●●●	Dan Frazier	0	150.00
T: Add R to your mana pool.						
Max Sapphire	ART	R	●●●●●	Dan Frazier	0	150.00
T: Add U to your mana pool.						
Nevinyrral's Disk	ART	R	●●●●	Mark Tedin	4	8.00
1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk.						
Nevinyrral's Disk enters play tapped.						
Obsidian Golem	AC	U	●●●	Jesper Myrfors	6	2.00
4/6						
Rod of Ruin	ART	U	●●●	Christopher Rush	4	2.00
3, T: Do 1 damage to any target.						
Sol Ring	ART	U	●●●●	Mark Tedin	1	4.00
T: Add 2 to your mana pool (play as an interrupt).						
Soul Net	ART	U	●●	Dameon Willich	1	2.00
1: Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.						
Sunglasses of Urza	ART	R	●●●●	Dan Frazier	3	8.00
Your plains may generate either white or red mana.						
Throne of Bone	ART	U	●●	Anson Maddocks	1	1.00
1: Take 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.						
Time Vault	ART	R	●●●●	Mark Tedin	2	75.00
T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.						
Winter Orb	ART	R	●●●	Mark Tedin	2	8.00
Each player may only untap up to 1 land during untap phase.						
Wooden Sphere	ART	U	●●	Mark Tedin	1	1.00
1: Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.						

BLACK

Animate Dead	EC	U	●●●●	Anson Maddocks	B1	2.00
Bring a creature from any graveyard into play on your side with -1 power.						
Bad Moon	EN	R	●●●	Jesper Myrfors	B1	12.00
All black creatures in play get +1/+1.						
Black Knight	SC	U	●●●●	Jeff A. Menges	B8	4.00
Protection from white, first strike. 2/2.						
Bag Wraith	SC	U	●●●	Jeff A. Menges	B3	3.00
Swampwalk. 3/3.						
Contract from Below	SOR	R	●●	Douglas Shuler	B	4.00
Discard your hand, draw a new ante card plus seven cards.						
Cursed Land	EL	U	●●●	Jesper Myrfors	BB2	1.00
Do 1 damage to controller of target land during upkeep.						
Dark Ritual	INT	C	●●●●●	Anson Maddocks	B	1.00
Add BBB to your pool of mana.						
Darkpact	SOR	R	●●●●	Quinton Hoover	BBB	6.00
Swap your topmost undecked card with either ante card.						
Deathgrip	EN	U	●●●	Anson Maddocks	BB	2.00
BB Counter a green spell (play as an interrupt).						
Deathlace	INT	R	●●●	Sandra Everingham	B	5.00
Change the color of one card being played or in play to black.						
Demonic Attorney	SOR	R	●●	Daniel Gelon	B	6.00
Unless opponent concedes game, both players must draw an extra ante card.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Demonic Hordes T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.	SC	R	****	Jesper Myrfors	BBB3	12.00
• Demonic Tutor Choose one card from your library, then reshuffle your library.	SOR	U	*****	Douglas Shuler	B1	5.00
Drain Life Do 1 damage to any target for each B spent above casting cost. Take 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.	SOR	C	***	Douglas Shuler	B1X	1.00
Drudge Skeletons B: Regenerates. 1/1.	SC	C	****	Sandra Everingham	B1	1.00
Evil Presence Target land is now a basic swamp.	EL	U	***	Sandra Everingham	B	2.00
Fear Only black or artifact creatures may block target creature.	EC	C	****	Mark Poole	BB	1.00
Frozen Shade B: +1/+1 until end of turn. 1/1.	SC	C	***	Douglas Shuler	B2	1.00
Gloom 0/1. White spells and white enchantment activation costs now require 3 extra mana.	EN	U	****	Dan Frazier	B2	2.00
Howl from Beyond Target creature gains +X/+0 until end of turn.	INS	C	****	Mark Poole	BX	1.00
Hypnotic Specter Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2.	SC	U	****	Douglas Shuler	BB1	5.00
Lich Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.	EN	R	**	Daniel Gelon	BBB8	75.00
Lord of the Pit Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.	SC	R	***	Mark Tedin	BBB4	16.00
• Mind Twist Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.	SOR	R	*****	Julie Baroh	BX	10.00
Nether Shadow If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.	SC	R	***	Christopher Rush	BB	7.00
Nettling Imp T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.	SC	U	***	Quinton Hoover	B2	4.00
Nightmare Flying. Power and toughness equal number of swamps controller has in play. */*.	SC	R	*****	Melissa Benson	B5	19.00
Paralyze Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.	EC	C	***	Anson Maddocks	B	1.00
Pestilence B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.	EN	C	*****	Jesper Myrfors	B	1.00
Plague Rats Power and toughness equal number of Plague Rats in play. */*.	SC	C	**	Anson Maddocks	B2	1.00
Raise Dead Bring a creature from your graveyard into your hand.	SOR	C	***	Jeff A. Menges	B	1.00
Royal Assassin T: Destroy any tapped creature. Hey, TW's the subject of an IQ #1 feature! 1/1.	SC	R	*****	Tom Wänerstrand	BB1	21.00
Sacrifice Sacrifice creature to add to your mana pool black mana equal to that creature's casting cost.	INT	U	*	Dan Frazier	B	2.00
Scathe Zombies 2/2.	SC	C	**	Jesper Myrfors	B2	1.00
Scavenging Ghoul At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.	SC	U	***	Jeff A. Menges	B3	2.00
Sengir Vampire Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged it. 4/4.	SC	U	****	Anson Maddocks	BB3	7.00
Simulacrum Retrospectively divert all damage done to you this turn to one of your creatures.	INS	U	****	Mark Poole	B1	2.00
Sinkhole Destroy a land.	SOR	C	***	Sandra Everingham	BB	12.00
Terror Bury target creature. Cannot target black or artifact creatures.	INS	C	****	Ron Spencer	B1	1.00
Unholy Strength Target creature gains +2/+1.	EC	C	***	Douglas Shuler	B	1.00
Wall of Bone B: Regenerates. 1/4.	SC	U	**	Anson Maddocks	B2	1.00
Warp Artifact Do 1 damage to target artifact's controller during upkeep.	EA	R	***	Amy Weber	BB	6.00
Weakness Target creature loses -2/-1.	EC	C	****	Douglas Shuler	B	1.00
Will-o'-The-Wisp Flying. B: Regenerates. 0/1.	SC	R	*****	Jesper Myrfors	B	12.00
Word of Command Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.	INS	R	*	Jesper Myrfors	BB	75.00
Zombie Master All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3.	SC	R	**	Jeff A. Menges	BB1	9.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
BLUE						
Air Elemental Flying. 4/4.	SC	U	****	Richard Thomas	UU3	3.00
• Ancestral Recall Target player must draw 3 cards.	INS	R	*****	Mark Poole	U	120.00
Animate Artifact Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.	EA	U	***	Douglas Shuler	U3	2.00
Blue Elemental Blast Counter a red spell being cast or destroys a red card in play.	INT	C	***	Richard Thomas	U	1.00
• Braingeyser Target player must draw X cards.	SOR	R	****	Mark Tedin	UU3	10.00



Remember, if you already have a Doppelganger in play when you summon a Clone, it's often best to clone the Doppelganger. This way you have two Vesuvians, which can later adapt to whatever new creatures spring into play. Another safety tip: your real Doppelganger should usually mimic the creature with the highest toughness—it can only defend on that turn, anyway.

Clone Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*.	SC	U	****	Julie Baroh	U3	5.00
Control Magic Control target creature until enchantment is discarded or game ends.	EC	U	****	Dameon Willich	UU2	5.00
• Copy Artifact Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.	EN	R	****	Amy Weber	U1	9.00
Counterspell Counter target spell as it is being cast.	INT	U	*****	Mark Poole	UU	6.00
Creature Bond If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.	EC	C	**	Anson Maddocks	U1	1.00
Drain Power Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.	SOR	R	****	Douglas Shuler	UU	9.00
Feedback Do 1 damage to controller of target enchantment during upkeep.	EE	U	**	Quinton Hoover	U2	1.00
Flight Target creature now has flying.	EC	C	****	Anson Maddocks	U	1.00
Invisibility Target creature may only be blocked by walls.	EC	C	****	Anson Maddocks	UU	10.00
Jump Target creature has flying until end of turn.	INS	C	**	Mark Poole	U	1.00
Lifetap Gain 1 life whenever opponent taps a forest.	EN	U	****	Anson Maddocks	UU	2.00
Lord of Atlantis While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.	SC	R	***	Melissa Benson	UU	13.00
Magical Hack Change the text of a card being played or in play by switching one basic land type with another.	INT	R	****	Julie Baroh	U	11.00
Mahamoti Djin Flying. 5/6.	SC	R	*****	Dan Frazier	UU4	15.00
Mana Short All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.	INS	R	****	Dameon Willich	U2	9.00
Merfolk of the Pearl Trident 1/1.	SC	C	**	Jeff A. Menges	U	1.00
Phantasmal Forces Flying. Pay U during upkeep or card is destroyed. 4/7.	SC	U	**	Mark Poole	U3	2.00
Phantasmal Terrain Target land switches to any basic land type chosen by caster.	EL	C	****	Dameon Willich	UU	1.00
Phantom Monster Flying. 3/3.	SC	U	****	Jesper Myrfors	U3	2.00

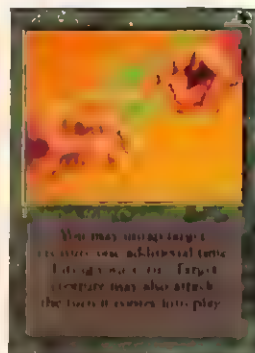
• • Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature	
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Pirate Ship T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.	SC	R	****	Tom Wänerstrand	U4	9.00
Power Leak Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.	EE	C	..	Drew Tucker	U1	1.00
Power Sink Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.	INT	C	****	Richard Thomas	UX	1.00
Prodigal Sorcerer T: Do 1 damage to any target. 1/1.	SC	C	*****	Douglas Shuler	U2	1.00
Psionic Blast Do 4 damage to any target and 2 damage to you.	INS	U	****	Douglas Shuler	U2	15.00
Psychic Venom Do 2 damage to target land's controller whenever target land is tapped.	EL	C	..	Brian Snoddy	U1	1.00
Sea Serpent Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.	SC	C	..	Jeff A. Menges	U5	1.00
Siren's Call All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.	INS	U	..	Anson Maddocks	U	3.00
Sleight of Mind Change the text of a card being played or in play by switching one color word with another.	INT	R	*****	Mark Poole	U	11.00
Spell Blast Counter target spell; X is casting cost of target spell.	INT	C	*****	Brian Snoddy	UX	1.00
Stasis Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.	EN	R	***	Foy Jones	U1	9.00
Steal Artifact Take control of target artifact.	EA	U	..	Amy Weber	UU2	2.00
Thoughtlace Change the color of a card being played or already in play to blue.	INT	R	..	Mark Poole	U	5.00
Time Walk Take an extra turn immediately after the end of the one in which you cast Time Walk.	SOR	R	*****	Amy Weber	U1	150.00
Time Twister Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.	SOR	R	*****	Mark Tadin	U2	105.00
Twiddle Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.	INS	C	*****	Rob Alexander	U	11.00
Unsummon Return target creature to the hand of its owner. Discard enchantments on creature.	INS	C	..	Douglas Shuler	U	1.00
Vesuvan Doppelganger Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*	SC	R	*****	Quinton Hoover	UU3	17.00
Volcanic Eruption Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.	SOR	R	..	Douglas Shuler	UUUX	7.00
Wall of Air Flying. 1/5.	SC	U	..	Richard Thomas	UU1	2.00
Wall of Water U: +1/+0. 0/5.	SC	U	..	Richard Thomas	UU1	1.00
Water Elemental 5/4.	SC	U	..	Jeff A. Menges	UU3	3.00

GREEN

Aspect of Wolf Increase target creature's power and toughness by half the number of forests caster has in play.	EC	R	****	Jeff A. Menges	G1	10.00
Berserk Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.	INS	U	*****	Dan Frazier	G	32.00
Birds of Paradise Flying. T: Add one mana of any color to your mana pool. 0/1.	SC	R	*****	Mark Poole	G	13.00
Camouflage Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.	INS	U	..	Jesper Myrftors	G	12.00
Channel Add 1 colorless mana to your pool for each life point you sacrifice.	SOR	U	..	Richard Thomas	GG	2.00
Cockatrice Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.	SC	R	*****	Dan Frazier	GG3	11.00
Craw Worm 6/4.	SC	C	..	Daniel Gelon	GG4	1.00
Elvish Archers First strike. Misprint: Alpha version listed power and toughness as 1/2. 2/1.	SC	R	..	Anson Maddocks	G1	8.00
Fastbond Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.	EN	R	..	Mark Poole	G	7.00
Fog Creatures do not affect one another in combat.	INS	C	..	Jesper Myrftors	G	1.00
Force of Nature Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.	SC	R	*****	Douglas Shuler	GGGG2	16.00
Fungusaur Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.	SC	Daniel Gelon	G3	9.00
Gaea's Liege T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal number of forest controller has in play; when attacking, power and toughness equal number of forests defending opponent has in play. */*	SC	R	*****	Dameon Willich	GGG3	13.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Giant Growth Target creature gets +3/+3 until end of turn.	INS	C	****	Sandra Everingham	G	1.00
Giant Spider Doesn't fly, but can block flying creatures. 2/4.	SC	C	*****	Sandra Everingham	G3	1.00
Grizzly Bears 2/2.	SC	C	..	Jeff A. Menges	G1	1.00
Hurricane Do X damage to all players and flying creatures.	SOR	U	****	Dameon Willich	GX	2.00



Once, twice, three times untapped! Cast *Instill Energy* on a *Prodigal Sorcerer* for two pings and use *Norritt* for a third to kill *Juggernaut* and other "not-so-tough-now-huh?" creatures. *Instill Energy* on a *Norritt* can be formidable as well.

Ice Storm Destroy any one land.	SOR	U	..	Dan Frazier	G2	20.00
Instill Energy Untap target creature one extra time per turn; target may attack when it comes into play.	EC	U	*****	Dameon Willich	G	2.00
Ironroot Treefolk 3/5.	SC	C	..	Jesper Myrftors	G4	1.00
Kudzu When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.	EL	R	..	Mark Poole	GG1	6.00
Ley Druid T: Untap a land of your choice (play as an interrupt). 1/1.	SC	U	..	Sandra Everingham	G2	2.00
Lifeforce GG: Counter a black spell as it is being cast (play as an interrupt).	EN	U	*****	Dameon Willich	GG	2.00
Lifelace Changes the color of one card in play to green.	INT	R	..	Amy Weber	G	5.00
Living Artifact Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.	EA	R	..	Anson Maddocks	G	7.00
Living Lands Treat all forests in play as 1/1 creatures that can be tapped for G.	EN	R	..	Jesper Myrftors	G3	7.00
Llanowar Elves T: Add G to your mana pool. Played as an interrupt. 1/1.	SC	C	*****	Anson Maddocks	G	1.00
Lure All creatures that can block target creature must do so.	EC	U	*****	Anson Maddocks	GG1	2.00
Natural Selection Look at the top 3 cards of any library. You may then shuffle that library.	INS	R	..	Mark Poole	G	50.00
Regeneration G: Target creature regenerates.	EC	C	..	Quinton Hoover	G1	1.00
Regrowth Bring a card from your graveyard into your hand.	SOR	U	*****	Dameon Willich	G1	4.00
Scrib Sprites Flying. 1/1.	SC	C	..	Amy Weber	G	1.00
Shanodin Dryads Forestwalk. 1/1.	SC	C	..	Anson Maddocks	G	1.00
Stream of Life Target player gains X life.	SOR	C	..	Mark Poole	GX	1.00
Thicket Basilisk Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.	SC	U	..	Dan Frazier	GG3	5.00
Timber Wolves Bonds. 1/1.	SC	R	..	Melissa Benson	G	8.00
Tranquility Discard all enchantments in play.	SOR	C	..	Douglas Shuler	G2	1.00
Tsunami Destroy all islands in play.	SOR	U	..	Richard Thomas	G3	2.00
Verduran Enchantress Draw a card each time you cast an enchantment. 0/2.	SC	R	..	Kev Brackschmidt	GG1	9.00
Wall of Brambles G: Regenerates. 2/3.	SC	U	..	Anson Maddocks	G2	2.00
Wall of Ice 0/7.	SC	U	..	Richard Thomas	G2	2.00
Wall of Wood 0/3.	SC	C	..	Mark Tadin	G	1.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Wanderlust Do 1 damage to controller of target creature during upkeep.	EC	U	***	Cornelius Brudi	G2	2.00	Mana Flare Each land produces an extra mana of its normal type whenever it is tapped for mana.	EN	R	****	Christopher Rush	R2	11.00
War Mammoth Trample. 3/3.	SC	C	****	Jeff A. Menges	G3	1.00	Manabarb Do 1 damage to controller whenever he or she draws mana from any land.	EN	R	**	Christopher Rush	R3	7.00
Web Target creature gains +0/+2 and may block flying creatures.	EC	R	****	Rob Alexander	G	7.00	Mons's Goblin Raiders 1/1.	SC	C	*	Jeff A. Menges	R	1.00
Wild Growth Whenever target land is tapped for mana, Wild Growth provides an extra G.	EL	C	**	Mark Poole	G	1.00	Orcish Artillery 1: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.	SC	U	***	Anson Maddocks	RR1	4.00
RED							Orcish Drifflame All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.	EN	U	***	Dan Frazier	R1	5.00
Burrowing Target creature gains mountainwalk.	EC	C	***	Mark Poole	R	2.00	Power Surge Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.	EN	R	*****	Douglas Shuler	RR	7.00
Chaoslace Changes the color of a card being played or in play to red.	INT	R	***	Dameon Willich	R	5.00	Raging River When attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of River.	EN	R	***	Sandra Everingham	RR	64.00
Disintegrate Do X damage to a target. If target dies this turn, it is removed from game.	SOR	C	****	Anson Maddocks	RX	1.00	Red Elemental Blast Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as instant.	INT	C	*****	Richard Thomas	R	1.00
Dragon Whelp Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.	SC	U	****	Amy Weber	RR2	5.00	Roc of Kher Ridges Flying. 3/3.	SC	R	****	Andi Rusu	R3	8.00
Dwarven Demolition Team 1: Destroy a wall.	SC	U	***	Kev Brockschmidt	R2	10.00	Rock Hydra Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.	SC	R	***	Jeff A. Menges	RRX	13.00
Dwarven Warriors 1: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.	SC	C	*****	Douglas Shuler	R2	1.00	Sedge Troll 8. Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.	SC	R	***	Dan Frazier	R2	8.00
Earth Elemental 4/5.	SC	U	***	Dan Frazier	RR3	3.00	Shatter Destroy target artifact.	INS	C	****	Amy Weber	R1	1.00
Earthbind Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.	EC	C	***	Quinton Hoover	R	1.00	Shivan Dragon Flying. R: +1/+0. 5/5.	SC	R	*****	Melissa Benson	RR4	28.00
Earthquake Do X damage to all players and non-flying creatures in play.	SOR	R	***	Dan Frazier	RX	8.00	Smoke Each player may only untap one creature during untap phase.	EN	R	**	Jesper Myrfort	RR	7.00
False Orders Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.	INS	C	****	Anson Maddocks	R	8.00	Stone Giant 1. Give one of your creatures with power less than Stone Giant's toughness flying until end of turn. Target creature, which can increase its power after it gains flying ability, is killed at end of turn. 3/4.	SC	U	***	Dameon Willich	RR2	2.00
Fire Elemental 5/4.	SC	U	***	Melissa Benson	RR3	3.00	Stone Rain Destroy any one land.	SOR	C	***	Daniel Gelan	R2	1.00
Fireball Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.	SOR	C	****	Mark Tadin	RX	1.00	Tunnel Bury one wall.	SOR	U	**	Dan Frazier	R	1.00
Firebreathing R: +1/+0.	EC	C	****	Dan Frazier	R	1.00	Two-Headed Giant of Foriys Trample. May block two creatures in combat. 4/4.	SC	R	****	Anson Maddocks	R4	65.00
Flashfires Destroy all plains in play.	SOR	U	****	Dameon Willich	R3	2.00	Uthden Troll R: Regenerates. 2/2.	SC	U	****	Douglas Shuler	R2	4.00
Fork Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.	INT	R	*****	Amy Weber	RR	20.00	Wall of Fire R: +1/+0. 0/5.	SC	U	***	Richard Thomas	RR1	2.00
Goblin Balloon Brigade R: Gains flying until end of turn. 1/1.	SC	U	***	Andi Rusu	R	2.00	Wall of Stone 0/8.	SC	U	***	Dan Frazier	RR1	2.00



■ Unless you're playing a direct-damage deck, hold your Lightning Bolts for creatures. By eliminating a 3/3 War Mammoth or 2/2 Hypnotic Specter, you're probably saving yourself multiple hits. On offense, take out your opponent's creatures before your attack so you can do the most damage.

Goblin King While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.	SC	R	***	Jesper Myrfort	RR1	15.00
Granite Gargoyle Flying. R: +0/+1. 2/2.	SC	R	***	Christopher Rush	R2	9.00
Gray Ogre 2/2.	SC	C	**	Dan Frazier	R2	1.00
Hill Giant 3/3.	SC	C	**	Dan Frazier	R3	1.00
Hurlloon Minotaur 2/3.	SC	C	**	Anson Maddocks	RR1	1.00
Ironclaw Orcs May only block creatures of power equaling 1 or less. 2/2.	SC	C	*	Anson Maddocks	R1	6.00
Keldon Warlord Power and toughness equal number of non-wall creatures in play on your side, including Warlord. 4/4.	SC	U	***	Kev Brockschmidt	RR2	5.00
Lightning Bolt Do 3 damage to one target.	INS	C	*****	Christopher Rush	R	1.00

WHITE						
Animate Wall Target wall may now attack.	EC	R	**	Dan Frazier	W	6.00
Armageddon Destroy all lands in play.	SOR	R	*****	Jesper Myrfort	W1	9.00
Balance All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.	SOR	R	*****	Mark Poole	W1	9.00
Benalish Hero Bands. 1/1.	SC	C	***	Douglas Shuler	W	1.00
Black Ward Target creature gains protection from black.	EC	U	****	Dan Frazier	W	1.00
Blaze of Glory Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.	INS	R	***	Richard Thomas	W	57.00
Blessing W: +1/+1.	EC	R	****	Julie Borah	WW	10.00
Blue Ward Target creature gains protection from blue.	EC	U	***	Dan Frazier	W	1.00
Castle Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.	EN	U	***	Dameon Willich	W3	4.00
Circle of Protection: Blue 1. Prevent all damage to you from one blue source.	EN	C	***	Dameon Willich	W1	1.00
Circle of Protection: Green 1. Prevent all damage to you from one green source.	EN	C	***	Sandra Everingham	W1	1.00
Circle of Protection: Red 1. Prevent all damage to you from one red source.	EN	C	***	Mark Tadin	W1	1.00
Circle of Protection: White 1. Prevent all damage to you from one white source.	EN	C	***	Douglas Shuler	W1	1.00
Consecrate Land Target land is immune from all effects that would destroy it.	EL	U	****	Jeff A. Menges	W	16.00

• Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature	
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Conversion All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.	EN	U	****	Jesper Myrftors	WW2	4.00
Crusade All white creatures gain +1/+1.	EN	R	****	Mark Poole	WW	11.00
Death Ward Regenerates target creature.	INS	C	****	Mark Poole	W	1.00
Disenchant Destroy target enchantment or artifact.	INS	C	*****	Amy Weber	W1	1.00
Farmstead Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.	EL	R	•	Mark Poole	WWW	7.00
Green Ward Target creature gains protection from green.	EC	U	***	Dan Frazier	W	1.00
Guardian Angel Negate X damage dealt to a target. Pst: put this card next to Paralyze.	INS	C	***	Anson Maddocks	WX	1.00
Healing Salve Gain 3 life, or negate up to 3 damage dealt to a target.	INS	C	***	Dan Frazier	W	1.00



■ The Personal Incarnation is great, but if it dies—ouch, you lose half your life! The catch: Personal Incarnation has to go to the graveyard to hurt you. When something kills your big guy, take him out of the game with Swords to Plowshares. The Incarnation doesn't head to the graveyard (he takes up farming!), you don't lose half your life, and you *do* gain the Incarnation's current power in life!

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Wall of Swords Flying. 3/5.	SC	U	****	Mark Tedin	W3	4.00
White Knight Protection from black, first strike. 2/2.	SC	U	****	Daniel Gelon	WW	4.00
White Ward Target creature gains protection from white.	EC	U	***	Dan Frazier	W	1.00
Wrath of God Bury all creatures in play.	INS	R	****	Quinton Hoover	WW2	10.00

LANDS

Badlands T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.	LAN	R	****	Rob Alexander		12.00
Bayou T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.	LAN	R	****	Jesper Myrftors		12.00
Forest T: Add G to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	Christopher Rush		0.50
Island T: Add U to your mana pool. Four versions.	LAN	R	—	Mark Poole		0.70
Island T: Add U to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	Mark Poole		0.50
Mountain T: Add R to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	Douglas Shuler		0.50
Plains T: Add W to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	Jesper Myrftors		0.50
Plateau T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.	LAN	R	****	Drew Tucker		14.00
Savannah T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.	LAN	R	****	Rob Alexander		12.00
Scrubland T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.	LAN	R	****	Jesper Myrftors		12.00
Swamp T: Add B to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	Dan Frazier		0.50
Taiga T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.	LAN	R	****	Rob Alexander		12.00
Tropical Island T: Add either G or U to your mana pool. Treat as both a Forest and an Island.	LAN	R	****	Jesper Myrftors		12.00
Tundra T: Add either U or W to your mana pool. Treat as both an Island and a Plains.	LAN	R	****	Jesper Myrftors		12.00
Underground Sea T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.	LAN	R	****	Rob Alexander		12.00

BETA

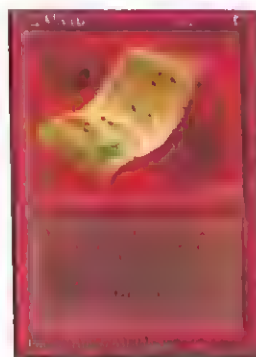
Booster Pack	\$60.00
Booster Box	\$2,200.00
Full Beta Set (302)	\$2,000.00

ARTIFACTS

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Ankh of Mishra	ART	R	••	Amy Weber	2	ALPHA	5.00
Basah Monolith	ART	U	•••	Jesper Myrftors	3	ALPHA	1.50
• Black Lotus	ART	R	*****	Christopher Rush	0	ALPHA	175.00
Black Vise	ART	U	•••••	Richard Thomas	1	ALPHA	3.50
Celestial Prism	ART	U	••••	Amy Weber	3	ALPHA	1.50
• Chaos Orb	ART	R	•••••	Mark Tedin	2	ALPHA	79.00
Clockwork Beast	AC	R	•••	Drew Tucker	6	ALPHA	6.50
Conservator	ART	U	•••	Amy Weber	4	ALPHA	1.00
Copper Tablet	ART	U	••	Amy Weber	2	ALPHA	8.00
Crystal Rod	ART	U	••	Amy Weber	1	ALPHA	1.00
Cyclopean Tomb	ART	R	•••	Anson Maddocks	4	ALPHA	60.00
Dingus Egg	ART	R	••	Dan Frazier	4	ALPHA	6.50
Disrupting Scepter	ART	R	•••	Dan Frazier	3	ALPHA	5.50
Forcefield	ART	R	•••••	Dan Frazier	3	ALPHA	80.00
Gauntlet of Might	ART	R	•••••	Christopher Rush	4	ALPHA	85.00
Glasses of Urza	ART	U	•••	Douglas Shuler	1	ALPHA	1.50
Helm of Chaznak	ART	R	•••	Mark Tedin	1	ALPHA	3.50
Hive, The	ART	R	•••	Sandra Everingham	5	ALPHA	8.00
Howling Mine	ART	R	•••••	Mark Poole	2	ALPHA	9.00
Icy Manipulator	ART	U	•••••	Douglas Shuler	4	ALPHA	70.00
Illusionary Mask	ART	R	•••	Amy Weber	2	ALPHA	45.00
Iron Star	ART	U	••	Dan Frazier	1	ALPHA	1.00
Ivory Cup	ART	U	••	Anson Maddocks	1	ALPHA	1.00
Jade Monolith	ART	U	••	Anson Maddocks	4	ALPHA	3.50
Jade Statue	ART	U	•••••	Dan Frazier	4	ALPHA	14.00
Jayemdae Tome	ART	U	•••••	Mark Tedin	4	ALPHA	5.50
Juggernaut	AC	U	•••••	Dan Frazier	4	ALPHA	3.50
Kormus Bell	ART	R	••	Christopher Rush	4	ALPHA	4.50
Library of Leng	ART	U	•••	Daniel Gelon	1	ALPHA	1.50
Living Wall	AC	U	•••	Anson Maddocks	4	ALPHA	1.50
Mana Vault	ART	R	•••••	Mark Tedin	1	ALPHA	5.00
Meekstone	ART	R	•••••	Quinton Hoover	1	ALPHA	6.00
• Mox Emerald	ART	R	•••••	Dan Frazier	0	ALPHA	110.00
• Mox Jet	ART	R	•••••	Dan Frazier	0	ALPHA	110.00
• Mox Pearl	ART	R	•••••	Dan Frazier	0	ALPHA	110.00
• Mox Ruby	ART	R	•••••	Dan Frazier	0	ALPHA	110.00
• Mox Sapphire	ART	R	•••••	Dan Frazier	0	ALPHA	110.00
Nevinyrral's Disk	ART	R	••••	Mark Tedin	4	ALPHA	6.00

Holy Armor Target creature gains +0/+2. W: +0/+1.	EC	C	•••	Melissa Benson	W	1.00
Holy Strength Target creature gains +1/+2.	EC	C	•••	Anson Maddocks	W	1.00
Island Sanctuary If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.	EN	R	••	Mark Poole	W1	8.00
Karma Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.	EN	U	•••••	Richard Thomas	WW2	2.00
Lance Target creature gains first strike.	EC	U	••	Rob Alexander	W	3.00
Mesa Pegasus Flying, bonds. 1/1.	SC	C	•••••	Melissa Benson	W1	1.00
Northern Paladin WW, T: Destroy a black card in play. 3/3.	SC	R	•••••	Douglas Shuler	WW2	14.00
Pearled Unicorn 2/2.	SC	C	••	Cornelius Brudi	W2	1.00
Personal Incarnation If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6.	SC	R	•••	Kev Brackschmidt	WWW3	12.00
Purelace Change the color of one card being played or in play to white.	INT	R	•••	Sandra Everingham	W	5.00
Red Ward Target creature gains protection from red.	EC	U	•••••	Dan Frazier	W	1.00
Resurrection Take a creature from your graveyard and put it directly into play as if just summoned.	SOR	U	•••••	Dameon Willich	WW2	2.00
Reverse Damage All damage you have taken from any one source is added to, not subtracted from, your life total.	INS	R	•••••	Dameon Willich	WW1	10.00
Righteousness Target defending creature gets +7/+7 until end of turn.	INS	R	•••••	Douglas Shuler	W	10.00
Samite Healer T: Prevent 1 damage to any target. 1/1.	SC	C	•••	Tom Wänerstrand	W1	1.00
Savannah Lions 2/1.	SC	R	•••	Daniel Gelon	W	8.00
Serra Angel Flying. Does not tap to attack. 4/4.	SC	U	•••••	Douglas Shuler	WW3	10.00
Swords to Plowshares Remove target creature from game. Creature's controller gains life points equal to its power.	INS	U	•••••	Jeff A. Menges	W	3.00
Veteran Bodyguard Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.	SC	R	•••••	Douglas Shuler	WW3	13.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Obsidian Golem	AC	U	***	Jesper Myrfors	6	ALPHA	1.50	Power Sink	INT	C	***	Richard Thomas	UX	ALPHA	1.00
Rod of Ruin	ART	U	***	Christopher Rush	4	ALPHA	1.50	Prodigal Sorcerer	SC	C	***	Douglas Shuler	U2	ALPHA	1.00
• Sol Ring	ART	U	****	Mark Tedin	1	ALPHA	3.50	Psionic Blast	INS	U	***	Douglas Shuler	U2	ALPHA	12.50
Soul Net	ART	U	**	Dameon Willich	1	ALPHA	1.50	Psychic Venom	EL	C	**	Brian Snoddy	U1	ALPHA	1.00
Sunglasses of Urza	ART	R	****	Dan Frazier	3	ALPHA	6.00	Sea Serpent	SC	C	**	Jeff A. Menges	U5	ALPHA	1.00
Throne of Bone	ART	U	**	Anson Maddocks	1	ALPHA	1.00	Siren's Call	INS	U	***	Anson Maddocks	U	ALPHA	2.50
• Time Vault	ART	R	***	Mark Tedin	2	ALPHA	60.00	Sleight of Mind	INT	R	****	Mark Poole	U	ALPHA	8.50
Winter Orb	ART	R	***	Mark Tedin	2	ALPHA	6.00	Spell Blast	INT	C	***	Brian Snoddy	UX	ALPHA	1.00
Wooden Sphere	ART	U	**	Mark Tedin	1	ALPHA	1.00	Stasis	EN	R	***	Fry Jones	U1	ALPHA	6.50
BLACK								Steal Artifact	EA	U	***	Amy Weber	UU2	ALPHA	1.50
Animate Dead	EC	U	****	Anson Maddocks	B1	ALPHA	1.50	Thoughtflood	INT	R	***	Mark Poole	U	ALPHA	3.50
Bad Moon	EN	R	***	Jesper Myrfors	B1	ALPHA	10.00	• Time Walk	SOR	R	****	Amy Weber	U1	ALPHA	120.00
Black Knight	SC	U	***	Jeff A. Menges	BB	ALPHA	3.50	• Timewrister	SOR	R	****	Mark Tedin	U2	ALPHA	85.00
Bog Wraith	SC	U	***	Jeff A. Menges	B3	ALPHA	2.50	Twiddle	INS	C	****	Rob Alexander	U	ALPHA	9.00
• Contract from Below	SOR	R	**	Douglas Shuler	B	ALPHA	3.50	Unsummon	INS	C	****	Douglas Shuler	U	ALPHA	1.00
Cursed Land	EL	U	***	Jesper Myrfors	BB2	ALPHA	1.00	Yasuvon Doppelganger	SC	R	****	Quinton Hoover	UU3	ALPHA	13.50
Dark Ritual	INT	C	****	Anson Maddocks	B	ALPHA	1.00	Volcanic Eruption	SOR	R	***	Douglas Shuler	UUUX	ALPHA	5.00
• Darkpact	SOR	R	****	Quinton Hoover	BBB	ALPHA	4.00	Wall of Air	SC	U	**	Richard Thomas	UU1	ALPHA	1.50
Deathgrip	EN	U	***	Anson Maddocks	BB	ALPHA	1.50	Wall of Water	SC	U	**	Richard Thomas	UU1	ALPHA	1.00
Deathlace	INT	U	***	Sandra Everingham	B	ALPHA	3.50	Water Elemental	SC	U	**	Jeff A. Menges	UU3	ALPHA	2.50
• Demonic Attorney	SOR	R	**	Daniel Gelon	B	ALPHA	4.50	GREEN							
Demonic Hordes	SC	R	***	Jesper Myrfors	BBB3	ALPHA	10.00	Aspect of Wolf	EC	R	****	Jeff A. Menges	G1	ALPHA	8.00
• Demonic Tutor	SOR	U	****	Douglas Shuler	B1	ALPHA	3.50	• Berserk	INS	U	****	Dan Frazier	G	ALPHA	25.00
Drain Life	SOR	C	***	Douglas Shuler	B1X	ALPHA	1.00	Birds of Paradise	SC	U	****	Mark Poole	G	ALPHA	10.00
Drudge Skeletons	SC	C	***	Sandra Everingham	B1	ALPHA	1.00	Camouflage	INS	U	***	Jesper Myrfors	G	ALPHA	9.50
Evil Presence	EL	U	***	Sandra Everingham	B	ALPHA	1.50	• Channel	SOR	U	**	Richard Thomas	GG	ALPHA	1.50
Fear	EC	C	****	Mark Poole	BB	ALPHA	1.00	Cockatrice	SC	R	****	Dan Frazier	GG3	ALPHA	9.00
Frozen Shade	SC	C	***	Douglas Shuler	B2	ALPHA	1.00	Crow Worm	SC	C	**	Daniel Gelon	GG4	ALPHA	1.00
Gloom	EN	U	****	Dan Frazier	B2	ALPHA	1.50	Elvish Archers	SC	R	**	Anson Maddocks	G1	ALPHA	6.00
Howl from Beyond	INS	C	***	Mark Poole	BX	ALPHA	1.00	Fastbond	EN	R	**	Mark Poole	G	ALPHA	5.00
Hypnotic Specter	SC	U	****	Douglas Shuler	BB1	ALPHA	3.50	Fog	INS	C	***	Jesper Myrfors	G	ALPHA	1.00
Lich	EN	R	**	Daniel Gelon	BBB8	ALPHA	65.00	Force of Nature	SC	R	****	Douglas Shuler	BBB2	ALPHA	12.00
Lord of the Pit	SC	R	***	Mark Tedin	BBB4	ALPHA	12.00	Fungusaur	SC	R	***	Daniel Gelon	G3	ALPHA	6.50
• Mind Twist	SOR	R	****	Julie Baroh	BX	ALPHA	8.00	Gaea's Liege	SC	R	****	Dameon Willich	GGG3	ALPHA	10.00
Neither Shadow	SC	R	***	Christopher Rush	B8	ALPHA	5.00	Giant Growth	INS	C	****	Sandra Everingham	G	ALPHA	1.00
Nettling Imp	SC	U	***	Quinton Hoover	B2	ALPHA	3.50	Giant Spider	SC	C	****	Sandra Everingham	G3	ALPHA	1.00
Nightmare	SC	R	****	Melissa Benson	B5	ALPHA	15.00	Grizzly Bears	SC	C	***	Jeff A. Menges	G1	ALPHA	1.00
Paralyze	EC	C	***	Anson Maddocks	B	ALPHA	1.00	Hurricane	SOR	U	***	Dameon Willich	GX	ALPHA	1.50
Pestilence	EN	C	****	Jesper Myrfors	B	ALPHA	1.00	Ice Storm	SOR	U	***	Dan Frazier	G2	ALPHA	16.00
Plague Rats	SC	C	***	Anson Maddocks	B2	ALPHA	1.00	Insult Energy	EC	U	***	Dameon Willich	G	ALPHA	1.50
Raise Dead	SOR	C	**	Jeff A. Menges	B	ALPHA	1.00	Ironroot Treefolk	EC	C	***	Jesper Myrfors	G4	ALPHA	1.00
Royal Assassin	SC	R	****	Tom Wänerstrand	BB1	ALPHA	16.00	Kudzu	EL	R	*	Mark Poole	GG1	ALPHA	4.00
Sacrifice	INT	U	**	Dan Frazier	B	ALPHA	1.50	Lay Druid	SC	U	***	Sandra Everingham	G2	ALPHA	1.50
Scathe Zombies	SC	C	***	Jesper Myrfors	B2	ALPHA	1.00	Lifeforce	EN	U	****	Dameon Willich	GG	ALPHA	1.50
Scavenging Ghoul	SC	U	***	Jeff A. Menges	B3	ALPHA	1.50								
Sengir Vampire	SC	U	****	Anson Maddocks	BB3	ALPHA	5.50								
Simulacrum	INS	U	****	Mark Poole	B1	ALPHA	1.50								
Sinkhole	SOR	C	***	Sandra Everingham	BB	ALPHA	9.00								
Terror	INS	C	***	Ron Spencer	B1	ALPHA	1.00								
Unholy Strength	EC	C	***	Douglas Shuler	B	ALPHA	1.00								
Wall of Bone	SC	U	**	Anson Maddocks	B2	ALPHA	1.00								
Warp Artifact	EA	U	***	Amy Weber	BB	ALPHA	4.00								
Weakness	EC	C	****	Douglas Shuler	B	ALPHA	1.00								
Will-O'-The-Wisp	SC	R	****	Jesper Myrfors	B	ALPHA	10.00								
Word of Command	INS	R	*	Jesper Myrfors	BB	ALPHA	60.00								
Zombie Master	SC	R	**	Jeff A. Menges	BB1	ALPHA	7.00								
BLUE															
Air Elemental	SC	U	****	Richard Thomas	UU3	ALPHA	2.50								
• Ancestral Recall	INS	R	****	Mark Poole	U	ALPHA	90.00								
Animate Artifact	EA	U	***	Douglas Shuler	U3	ALPHA	1.50								
Blue Elemental Blast	INT	C	***	Richard Thomas	U	ALPHA	1.00								
• Braingeyser	SOR	R	****	Mark Tedin	UUX	ALPHA	8.00								
Clone	SC	U	****	Julie Baroh	U3	ALPHA	3.50								
Control Magic	EC	U	****	Dameon Willich	UU2	ALPHA	3.50								
• Copy Artifact	EN	R	****	Amy Weber	U1	ALPHA	7.00								
Counterspell	INT	U	****	Mark Poole	UU	ALPHA	4.50								
Creature Band	EC	C	**	Anson Maddocks	U1	ALPHA	1.00								
Drain Power	SOR	R	****	Douglas Shuler	UU	ALPHA	6.50								
Feedback	EE	U	**	Quinton Hoover	U2	ALPHA	1.00								
Flight	EC	C	***	Anson Maddocks	U	ALPHA	1.00								
Invisibility	EC	C	****	Anson Maddocks	UU	ALPHA	8.00								
Jump	INS	C	**	Mark Poole	U	ALPHA	1.00								
Lifetop	EN	U	****	Anson Maddocks	UU	ALPHA	1.50								
Lord of Atlantis	SC	R	***	Melissa Benson	UU	ALPHA	10.00								
Magical Hack	INT	R	****	Julie Baroh	U	ALPHA	8.50								
Mohamuti Djinn	SC	R	****	Dan Frazier	UU4	ALPHA	11.50								
Mana Short	INS	R	***	Dameon Willich	U2	ALPHA	7.00								
Mertfolk of the Pearl Trident	SC	C	**	Jeff A. Menges	U	ALPHA	1.00								
Phantasmal Forces	SC	U	**	Mark Poole	U3	ALPHA	1.50								
Phantasmal Terrain	EL	C	****	Dameon Willich	UU	ALPHA	1.00								
Phantom Monster	SC	U	****	Jesper Myrfors	U3	ALPHA	1.50								
Pirate Ship	SC	R	****	Tom Wänerstrand	U4	ALPHA	7.00								
Power Leak	EE	C	**	Drew Tucker	U1	ALPHA	1.00								

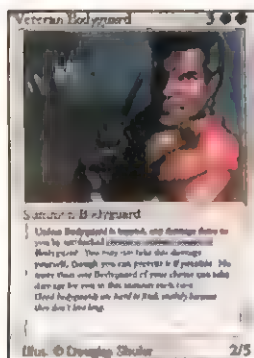


Those pesky Lured Thicket Basilisks are always sucking your creatures to them like lemmings to quicksand. Hold a False Orders and one lucky defender will get to withdraw and live another day. It's also great for zipping a creature through defenses at a crucial time or rearranging blocking to be an opponent's worst nightmare.

Lifeforce	INT	R	*	Amy Weber	G	ALPHA	3.50
Living Artifact	EA	R	***	Anson Maddocks	G	ALPHA	5.00
Living Lands	EN	R	**	Jesper Myrfors	G3	ALPHA	5.00
Ulanowar Elves	SC	C	****	Anson Maddocks	G	ALPHA	1.00
Lure	EC	U	****	Anson Maddocks	GG1	ALPHA	1.50
Natural Selection	INS	R	*	Mark Poole	G	ALPHA	40.00
Regeneration	EC	C	****	Quinton Hoover	G1	ALPHA	1.00
• Regrowth	SOR	U	****	Dameon Willich	G1	ALPHA	3.50
Scrib Sprites	SC	C	***	Amy Weber	G	ALPHA	1.00
Shanodin Dryads	SC	C	****	Anson Maddocks	G	ALPHA	1.00
Stream of Life	SOR	C	****	Mark Poole	GX	ALPHA	1.00

• • Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature	
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Thicket Basilisk	SC	U	****	Dan Frazier	GG3	ALPHA	3.50	Uthden Troll	SC	U	****	Douglas Shuler	R2	ALPHA	3.50
Timber Wolves	SC	R	***	Melissa Benson	G	ALPHA	6.00	Wall of Fire	SC	U	***	Richard Thomas	RR1	ALPHA	1.50
Tranquility	SOR	C	****	Douglas Shuler	G2	ALPHA	1.00	Wall of Stone	SC	U	***	Dan Frazier	RR1	ALPHA	1.50
Tsunami	SOR	U	**	Richard Thomas	G3	ALPHA	1.50	• Wheel of Fortune	SOR	R	*****	Daniel Gelon	R2	ALPHA	8.00
Verduran Enchantress	SC	R	**	Key Brockschmidt	GG1	ALPHA	7.00								
Wall of Brambles	SC	U	***	Anson Maddocks	G2	ALPHA	1.50	WHITE							
Wall of Ice	SC	U	***	Richard Thomas	G2	ALPHA	1.50	Animate Wall	EC	R	**	Dan Frazier	W	ALPHA	4.00
Wall of Wood	SC	C	**	Mark Tedin	G	ALPHA	1.00	Armageddon	SOR	R	*****	Jesper Myrforts	W1	ALPHA	7.00
Wanderlust	EC	U	***	Cornelius Brudi	G2	ALPHA	1.50	Balance	SOR	R	*****	Mark Poole	W1	ALPHA	7.00
War Mammoth	SC	C	****	Jeff A. Menges	G3	ALPHA	1.00	Benalish Hero	SC	C	***	Douglas Shuler	W	ALPHA	1.00
Web	EC	R	****	Rob Alexander	G	ALPHA	5.00	Black Ward	EC	U	****	Dan Frazier	W	ALPHA	1.00
Wild Growth	EL	C	**	Mark Poole	G	ALPHA	1.00	Blaze of Glory	INS	R	***	Richard Thomas	W	ALPHA	35.00
								Blessing	EC	R	****	Julie Barah	WW	ALPHA	8.00
								Blue Ward	EC	U	***	Dan Frazier	W	ALPHA	1.00
								Castle	EN	U	**	Dameon Willich	W3	ALPHA	3.50
								Grave of Protection: Black	EN	C	****	Jesper Myrforts	W1	BETA	1.00
								1: Prevent all damage to you from one block source.							
Burrowing	EC	C	***	Mark Poole	R	ALPHA	1.50	Grave of Protection: Blue	EN	C	***	Dameon Willich	W1	ALPHA	1.00
Chaoslace	INT	R	***	Dameon Willich	R	ALPHA	3.50	Grave of Protection: Green	EN	C	***	Sandra Everingham	W1	ALPHA	1.00
Disintegrate	SOR	C	****	Anson Maddocks	RX	ALPHA	1.00	Grave of Protection: Red	EN	C	****	Mark Tedin	W1	ALPHA	1.00
Dragon Whelp	SC	U	****	Amy Weber	RR2	ALPHA	3.50	Grave of Protection: White	EN	C	***	Douglas Shuler	W1	ALPHA	1.00
Dwarven Demolition Team	SC	U	***	Key Brockschmidt	R2	ALPHA	8.00	Consecrate Land	EL	U	****	Jeff A. Menges	W	ALPHA	12.00
Dwarven Warriors	SC	C	*****	Douglas Shuler	R2	ALPHA	1.00	Conversion	EN	U	****	Jesper Myrforts	WW2	ALPHA	3.50
Earth Elemental	SC	U	***	Dan Frazier	RR3	ALPHA	2.50	Crusade	EN	R	****	Mark Poole	WW	ALPHA	8.50
Earthbind	EC	C	***	Quinton Hoover	R	ALPHA	1.00	Death Ward	INS	C	****	Mark Poole	W	ALPHA	1.00
Earthquake	SOR	R	****	Dan Frazier	RX	ALPHA	6.00	Disenchant	INS	C	*****	Amy Weber	W1	ALPHA	1.00
False Orders	INS	C	****	Anson Maddocks	R	ALPHA	6.00	Farmstead	EL	R	***	Mark Poole	WWW	ALPHA	5.00
Fire Elemental	SC	U	***	Melissa Benson	RR3	ALPHA	2.50	Green Ward	EC	U	***	Dan Frazier	W	ALPHA	1.00
Fireball	SOR	C	****	Mark Tedin	RX	ALPHA	1.00	Guardian Angel	INS	C	***	Anson Maddocks	WX	ALPHA	1.00
Firebreathing	EC	C	****	Dan Frazier	R	ALPHA	1.00	Healing Salve	INS	C	***	Dan Frazier	W	ALPHA	1.00
Flashfires	SOR	U	****	Dameon Willich	R3	ALPHA	1.50	Holy Armor	EC	C	***	Melissa Benson	W	ALPHA	1.00
Fork	INT	R	*****	Amy Weber	RR	ALPHA	16.00	Holy Strength	EC	C	***	Anson Maddocks	W	ALPHA	1.00
Goblin Balloon Brigade	SC	U	***	Andi Rusu	R	ALPHA	1.50	Island Sanctuary	EN	R	**	Mark Poole	W1	ALPHA	6.00
Goblin King	SC	R	***	Jesper Myrforts	RR1	ALPHA	11.50	Karma	EN	U	*****	Richard Thomas	WW2	ALPHA	1.50
Granite Gargoyle	SC	R	***	Christopher Rush	R2	ALPHA	6.50	Lanica	EC	U	**	Rob Alexander	W	ALPHA	2.50
Gray Ogre	SC	C	**	Dan Frazier	R2	ALPHA	1.00	Mesa Pegasus	SC	C	****	Melissa Benson	W1	ALPHA	1.00
Hill Giant	SC	C	**	Dan Frazier	R3	ALPHA	1.00	Northern Paladin	SC	R	****	Douglas Shuler	WW2	ALPHA	10.50
Hurlcon Minotaur	SC	C	**	Anson Maddocks	RR1	ALPHA	1.00	Pearled Unicorn	SC	C	***	Cornelius Brudi	W2	ALPHA	1.00
Ironclaw Orcs	SC	C	*	Anson Maddocks	R1	ALPHA	4.50	Personal Incarnation	SC	R	***	Key Brockschmidt	WWW3	ALPHA	9.50
Keldon Warlord	SC	U	***	Key Brockschmidt	RR2	ALPHA	3.50	Purelace	INT	R	***	Sandra Everingham	W	ALPHA	3.50
Lightning Bolt	INS	C	*****	Christopher Rush	R	ALPHA	1.00	Red Ward	EC	U	****	Dan Frazier	W	ALPHA	1.00
Mana Flare	EN	R	****	Christopher Rush	R2	ALPHA	9.00	Resurrection	SOR	U	****	Dameon Willich	WW2	ALPHA	1.50
Manabazors	EN	R	**	Christopher Rush	R3	ALPHA	5.00	Reverse Damage	INS	R	*****	Dameon Willich	WW1	ALPHA	8.00
Monk's Goblin Raiders	SC	C	*	Jeff A. Menges	R	ALPHA	1.00	Righteousness	INS	R	****	Douglas Shuler	W	ALPHA	7.50
Orcish Artillery	SC	U	***	Anson Maddocks	RR1	ALPHA	1.50	Samite Healer	SC	C	***	Tom Wonerstrand	W1	ALPHA	1.00
Orcish Drifflame	EN	U	***	Dan Frazier	RR	ALPHA	3.50	Savannah Lions	SC	R	***	Daniel Gelon	W	ALPHA	6.00
Power Surge	EN	R	*****	Douglas Shuler	RR	ALPHA	5.50	Serra Angel	SC	U	*****	Douglas Shuler	WW3	ALPHA	8.50
Raging River	EN	R	***	Sandra Everingham	RR	ALPHA	50.00								
Red Elemental Blast	INT	C	*****	Richard Thomas	R	ALPHA	1.00								
Roc of Kher Ridges	SC	R	****	Andi Rusu	R3	ALPHA	6.50								



If you want to drive someone crazy, play white and stock up on appropriately colored Wards. Against single-color decks, the right Ward is deadly—especially on offense, since your opponent's creatures can't block your Warded attacker. Drop a Red Ward on a Veteran Bodyguard and your opponent's red creatures can never damage you (all unblocked damage goes to your Bodyguard, who's shielded from all red damage!). And a Red Ward makes picking off your Veteran pretty tough.

LANDS

Badlands	LAN	R	****	Rob Alexander	ALPHA	10.00
Bayou	LAN	R	****	Jesper Myrforts	ALPHA	10.00
Forest	LAN	C	—	Christopher Rush	ALPHA	.30
Island	LAN	R	—	Mark Poole	ALPHA	.40
Island	LAN	C	—	Mark Poole	ALPHA	.30
Mountain	LAN	C	—	Douglas Shuler	ALPHA	.30
Plains	LAN	C	—	Jesper Myrforts	ALPHA	.30
Plateau	LAN	R	****	Drew Tucker	ALPHA	11.00
Savannah	LAN	R	****	Rob Alexander	ALPHA	10.00
Scrubland	LAN	R	****	Jesper Myrforts	ALPHA	10.00
Swamp	LAN	C	—	Dan Frazier	ALPHA	.30
Taiga	LAN	R	****	Rob Alexander	ALPHA	10.00
Tropical Island	LAN	R	****	Jesper Myrforts	ALPHA	10.00
Tundra	LAN	R	****	Jesper Myrforts	ALPHA	10.00
Underground Sea	LAN	R	****	Rob Alexander	ALPHA	10.00
Volcanic Island	LAN	R	****	Brian Snoddy	BETA	10.00

T Add either U or R to your mana pool. Treat as both an Island and a Mountain.

UNLIMITED EDITION

Booster Pack	\$40.00
Booster Box	\$1,500.00
Full Set (302)	\$1,300.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
ARTIFACTS							
Ankh of Mishra	ART	R	**	Amy Weber	2	ALPHA	4.00
Basilisk Monolith	ART	U	***	Jesper Myrforts	3	ALPHA	1.50
• Black Lotus	ART	R	*****	Christopher Rush	0	ALPHA	150.00
Black Vise	ART	U	****	Richard Thomas	1	ALPHA	3.00
Celestial Prism	ART	U	****	Amy Weber	3	ALPHA	1.50
• Chaos Orb	ART	R	****	Mark Tedin	2	ALPHA	45.00
Clockwork Beast	AC	R	***	Drew Tucker	6	ALPHA	5.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Conservator	ART	U	***	Amy Weber	4	ALPHA	1.50	Will-o'-The-Wisp	SC	R	*****	Jesper Myrfort	B	ALPHA	8.00
Copper Tablet	ART	U	**	Amy Weber	2	ALPHA	5.00	Word of Command	INS	R	*	Jesper Myrfort	BB	ALPHA	37.50
Crystal Rod	ART	U	**	Amy Weber	1	ALPHA	1.50	Zombie Master	SC	R	**	Jeff A. Menges	BB1	ALPHA	6.00
Cyclopean Tomb	ART	R	***	Anson Maddocks	4	ALPHA	35.00	BLUE							
Dingus Egg	ART	R	**	Dan Frazier	4	ALPHA	5.00	Air Elemental	SC	U	****	Richard Thomas	UU3	ALPHA	2.00
Disrupting Scepter	ART	R	***	Dan Frazier	3	ALPHA	5.00	• Ancestral Recall	INS	R	*****	Mark Poole	U	ALPHA	60.00
Forcefield	ART	R	*****	Dan Frazier	3	ALPHA	50.00	Animate Artifact	EA	U	***	Douglas Shuler	U3	ALPHA	1.50
Gauntlet of Might	ART	R	*****	Christopher Rush	4	ALPHA	55.00	Blue Elemental Blast	INT	C	***	Richard Thomas	U	ALPHA	1.50
Glasses of Urza	ART	U	***	Douglas Shuler	1	ALPHA	1.50	• Braingeyser	SOR	R	*****	Mark Tedin	UU3	ALPHA	6.50
Helm of Chazruk	ART	R	***	Mark Tedin	1	ALPHA	3.50	Clone	SC	III	*****	Julie Baroh	U3	ALPHA	3.00
Hive, The	ART	R	***	Sandra Everingham	5	ALPHA	7.00	Control Magic	EC	U	*****	Dameon Willich	UU2	ALPHA	3.00
Howling Mine	ART	R	***	Mark Poole	2	ALPHA	7.50	• Copy Artifact	EN	R	*****	Amy Weber	U1	ALPHA	6.00
Icy Manipulator	ART	U	*****	Douglas Shuler	4	ALPHA	45.00	Counterspell	INT	II	*****	Mark Poole	UU	ALPHA	4.00
Illusionary Mask	ART	R	***	Amy Weber	2	ALPHA	30.00								
Iron Star	ART	U	**	Dan Frazier	1	ALPHA	1.50								
Ivory Cup	ART	U	**	Anson Maddocks	1	ALPHA	1.50								
Jade Monolith	ART	R	***	Anson Maddocks	4	ALPHA	3.00								
Jade Statue	ART	U	***	Dan Frazier	4	ALPHA	9.00								
Jayemdae Tome	ART	R	*****	Mark Tedin	4	ALPHA	4.50								
Juggernaut	AC	U	*****	Dan Frazier	4	ALPHA	2.50								
Kormus Bell	ART	R	**	Christopher Rush	4	ALPHA	4.00								
Library of Leng	ART	U	***	Daniel Gelon	1	ALPHA	1.50								
Living Wall	AC	U	***	Anson Maddocks	4	ALPHA	1.50								
Mana Vault	ART	R	*****	Mark Tedin	1	ALPHA	4.50								
Meekstone	ART	R	*****	Quinton Hoover	1	ALPHA	5.00								
• Mox Emerald	ART	R	*****	Dan Frazier	0	ALPHA	80.00								
• Mox Jet	ART	R	*****	Dan Frazier	0	ALPHA	80.00								
• Mox Pearl	ART	R	*****	Dan Frazier	0	ALPHA	80.00								
• Mox Ruby	ART	R	*****	Dan Frazier	0	ALPHA	80.00								
• Mox Sapphire	ART	R	*****	Dan Frazier	0	ALPHA	80.00								
Nevinyrral's Disk	ART	R	***	Mark Tedin	4	ALPHA	5.00								
Obsidian Golem	AC	U	***	Jesper Myrfort	6	ALPHA	1.50								
Rod of Ruin	ART	U	***	Christopher Rush	4	ALPHA	1.50								
• Sai Ring	ART	U	*****	Mark Tedin	1	ALPHA	2.50								
Soul Net	ART	U	**	Dameon Willich	1	ALPHA	1.50								
Sunglasses of Urza	ART	R	*****	Dan Frazier	3	ALPHA	5.00								
Throne of Bone	ART	U	**	Anson Maddocks	1	ALPHA	1.50								
• Time Vault	ART	R	*****	Mark Tedin	2	ALPHA	40.00								
Winter Orb	ART	R	***	Mark Tedin	2	ALPHA	5.00								
Wooden Sphere	ART	U	**	Mark Tedin	1	ALPHA	1.50								
BLACK															
Animate Dead	EC	U	*****	Anson Maddocks	B1	ALPHA	1.50	Creature Bond	EC	C	**	Anson Maddocks	U1	ALPHA	1.50
Bad Moon	EN	R	***	Jesper Myrfort	B1	ALPHA	8.50	Drain Power	SOR	R	*****	Douglas Shuler	UU	ALPHA	6.00
Black Knight	SC	U	*****	Jeff A. Menges	BB	ALPHA	3.00	Feedback	EE	U	**	Quinton Hoover	U2	ALPHA	1.50
Bog Wraith	SC	U	***	Jeff A. Menges	B3	ALPHA	2.00	Flight	EC	C	*****	Anson Maddocks	U	ALPHA	1.50
• Contract from Below	SOR	R	**	Douglas Shuler	B	ALPHA	3.00	Invisibility	EC	C	*****	Anson Maddocks	UU	ALPHA	5.00
Cursed Land	EL	U	***	Jesper Myrfort	BB2	ALPHA	1.50	Jump	INS	C	**	Mark Poole	U	ALPHA	1.50
Dark Ritual	INT	C	*****	Anson Maddocks	B	ALPHA	1.50	Lifetap	EN	U	*****	Anson Maddocks	UU	ALPHA	1.50
• Darkpact	SOR	R	*****	Quinton Hoover	BBB	ALPHA	3.50	Lord of Atlantis	SC	R	***	Melissa Benson	UU	ALPHA	8.00
Deathgrip	EN	U	***	Anson Maddocks	BB	ALPHA	1.50	Magic Hack	INT	R	*****	Julie Baroh	UU	ALPHA	6.50
Deathlace	INT	R	***	Sandra Everingham	B	ALPHA	3.00	Mahamoti Djinn	SC	R	*****	Dan Frazier	UU4	ALPHA	9.50
• Demoniac Attorney	SOR	R	**	Daniel Gelon	B	ALPHA	4.00	Mana Short	INS	R	***	Dameon Willich	U2	ALPHA	6.00
Demonic Hards	SC	R	*****	Jesper Myrfort	BBB3	ALPHA	8.00	Mark of the Pearl Trident	SC	C	**	Jeff A. Menges	U	ALPHA	1.50
• Demoniac Tutor	SOR	U	*****	Douglas Shuler	B1	ALPHA	3.00	Phantasmal Forces	SC	U	**	Mark Poole	U3	ALPHA	1.50
Drain Life	SOR	C	***	Douglas Shuler	BTX	ALPHA	1.50	Phantasmal Terrain	EL	C	*****	Dameon Willich	UU	ALPHA	1.50
Drudge Skeletons	SC	C	***	Sandra Everingham	B1	ALPHA	1.50	Phantom Monster	SC	U	*****	Jesper Myrfort	U3	ALPHA	2.00
Evil Presence	EL	U	***	Sandra Everingham	B	ALPHA	1.50	Pirate Ship	SC	R	*****	Tom Wänerstrand	U4	ALPHA	6.00
Fear	EC	C	*****	Mark Poole	BB	ALPHA	1.50	Power Leak	EE	C	**	Drew Jucker	U1	ALPHA	1.50
Frozen Shade	SC	C	***	Douglas Shuler	B2	ALPHA	1.50	Power Sink	INT	C	*****	Richard Thomas	UX	ALPHA	1.50
Gloom	EN	U	***	Dan Frazier	B2	ALPHA	1.50	Prodigal Sorcerer	SC	C	*****	Douglas Shuler	U2	ALPHA	1.50
Howl from Beyond	INS	C	***	Mark Poole	BX	ALPHA	1.50	Psionic Blast	INS	U	*****	Douglas Shuler	U2	ALPHA	8.00
Hypnotic Spector	SC	U	***	Douglas Shuler	BB1	ALPHA	3.00	Psychic Venom	EL	C	**	Brian Snoddy	U1	ALPHA	1.50
Lich	EN	R	**	Daniel Gelon	BBB8	ALPHA	40.00	Sea Serpent	SC	C	**	Jeff A. Menges	US	ALPHA	1.50
Lord of the Pit	SC	R	***	Mark Tedin	BBB4	ALPHA	10.00	Siren's Call	INS	U	***	Anson Maddocks	U	ALPHA	1.50
• Mind Twist	SOR	R	*****	Julie Baroh	BX	ALPHA	7.00	Sleight of Mind	INT	R	*****	Mark Poole	U	ALPHA	6.50
Nether Shadow	SC	R	***	Christopher Rush	BB	ALPHA	4.00	Spell Blast	INT	C	*****	Brian Snoddy	UX	ALPHA	1.50
Nettling Imp	SC	U	***	Quinton Hoover	B2	ALPHA	3.00	Stasis	EN	R	**	Fay Jones	U1	ALPHA	5.50
Nightmare	SC	R	*****	Melissa Benson	B5	ALPHA	12.00	Steal Artifact	EA	U	**	Amy Weber	UU2	ALPHA	2.00
Paralyze	EC	C	***	Anson Maddocks	B	ALPHA	1.50	Thoughtlace	INT	R	***	Mark Poole	U	ALPHA	3.00
Postilence	EN	C	*****	Jesper Myrfort	B	ALPHA	1.50	• Time Walk	SOR	R	*****	Amy Weber	U1	ALPHA	75.00
Plague Rats	SC	C	***	Anson Maddocks	B2	ALPHA	1.50	• Timetwister	SOR	R	*****	Mark Tedin	U2	ALPHA	52.50
Raise Dead	SOR	C	***	Jeff A. Menges	B	ALPHA	1.50	Twiddle	INS	C	*****	Rob Alexander	U	ALPHA	6.00
Royal Assassin	SC	R	*****	Tom Wänerstrand	BB1	ALPHA	14.00	Unsummon	INS	C	**	Douglas Shuler	U	ALPHA	1.50
Sacrifice	INT	U	**	Dan Frazier	B	ALPHA	1.50	Vesuvan Doppelganger	SC	R	*****	Quinton Hoover	UU3	ALPHA	11.50
Scathe Zombies	SC	C	**	Jesper Myrfort	B2	ALPHA	1.50	Volcanic Eruption	SOR	R	***	Douglas Shuler	UUUX	ALPHA	4.50
Scavenging Ghoul	SC	U	***	Jeff A. Menges	B3	ALPHA	2.00	Wall of Air	SC	U	**	Richard Thomas	UU1	ALPHA	1.50
Sengir Vampire	SC	U	*****	Anson Maddocks	BB3	ALPHA	4.50	Wall of Water	SC	U	**	Richard Thomas	UU1	ALPHA	1.50
Simulacrum	INS	U	***	Mark Poole	B1	ALPHA	1.50	Water Elemental	SC	U	**	Jeff A. Menges	UU3	ALPHA	1.50
Sinkhole	SOR	C	***	Sandra Everingham	BB	ALPHA	6.00	GREEN							
Terror	INS	C	*****	Ron Spencer	B1	ALPHA	1.50	Aspect of Wolf	EC	R	*****	Jeff A. Menges	G1	ALPHA	6.50
Unholy Strength	EC	C	***	Douglas Shuler	B	ALPHA	1.50	• Berserk	INS	U	*****	Dan Frazier	G	ALPHA	16.00
Wall of Bone	SC	U	**	Anson Maddocks	B2	ALPHA	1.50	Birds of Paradise	SC	R	*****	Mark Poole	G	ALPHA	8.50
Warp Artifact	EA	R	***	Amy Weber	BB	ALPHA	3.50	Camouflage	INS	U	***	Jesper Myrfort	G	ALPHA	6.50
Weakness-	EC	C	*****	Douglas Shuler	B	ALPHA	1.50	• Channel	SOR	U	**	Richard Thomas	GG	ALPHA	1.50
								Cockatrice	SC	R	*****	Dan Frazier	GG3	ALPHA	7.00
								Crow Worm	SC	C	**	Daniel Gelon	GG4	ALPHA	1.50
								Elish Archers	SC	R	**	Anson Maddocks	G1	ALPHA	5.00
								Fastbond	EN	R	**	Mark Poole	G	ALPHA	4.00
								Fog	INS	C	***	Jesper Myrfort	G	ALPHA	1.50
								Force of Nature	SC	R	*****	Douglas Shuler	GGG32	ALPHA	11.00
								Fungusaur	SC	R	***	Daniel Gelon	G3	ALPHA	6.00



You normally don't want to be attacked—unless you can block your opponent's weaker creatures with your stronger ones. It gets better: wait until your opponent has used a Prodigal Sorcerer or Llanowar Elves, then play Siren's Call and kill the tapped creatures! Depending on house rules in a large multi-player game, cast Siren's Call on the other side of the table and watch the fun begin!

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Gaea's Liege	SC	R	*****	Dameon Willich	GGG3	ALPHA	9.00
Giant Growth	INS	C	*****	Sandra Everingham	G	ALPHA	1.50
Giant Spider	SC	C	*****	Sandra Everingham	G3	ALPHA	1.50
Grizzly Bears	SC	C	***	Jeff A. Menges	G1	ALPHA	1.50
Hurricane	SOR	U	*****	Dameon Willich	GX	ALPHA	1.50
Ice Storm	SOR	U	***	Dan Frazier	G2	ALPHA	10.50
Instill Energy	EC	U	*****	Dameon Willich	G	ALPHA	1.50
Ironroot Treefolk	SC	C	***	Jesper Myrftors	G4	ALPHA	1.50



Another surprise instant, and a good insurance card if you're playing powerful, damaging artifacts—or if yours are turned against you! If you lose the coin flip for Bottle of Suleiman, Reverse Polarity will give you five life. After all, if you can't get that 5/5 flyer, it's better than losing five life.

Kudzu	EL	R	•	Mark Poole	GG1	ALPHA	3.50
Ley Druid	SC	U	***	Sandra Everingham	G2	ALPHA	1.50
Lifeforce	EN	U	*****	Dameon Willich	GG	ALPHA	1.50
Lifelace	INT	R	•	Amy Weber	G	ALPHA	3.00
Living Artifact	EA	R	***	Anson Maddocks	G	ALPHA	4.00
Living Lands	EN	R	•	Jesper Myrftors	G3	ALPHA	4.50
Ulanwar Elves	SC	C	*****	Anson Maddocks	G	ALPHA	1.50
Lure	EC	U	*****	Anson Maddocks	GG1	ALPHA	1.50
Natural Selection	INS	R	•	Mark Poole	G	ALPHA	25.50
Regeneration	EC	C	*****	Quinton Hoover	G1	ALPHA	1.50
• Regrowth	SOR	U	*****	Dameon Willich	G1	ALPHA	3.00
Saryb Sprites	SC	C	***	Amy Weber	G	ALPHA	1.50
Shanodin Dryads	SC	C	*****	Anson Maddocks	G	ALPHA	1.50
Stream of Life	SOR	C	*****	Mark Poole	GX	ALPHA	1.50
Thicket Basilisk	SC	U	*****	Dan Frazier	GG3	ALPHA	3.00
Timber Wolves	SOR	R	***	Melissa Benson	G	ALPHA	5.00
Tranquility	SC	C	*****	Douglas Shuler	G2	ALPHA	1.50
Tsunami	SOR	R	•	Richard Thomas	G3	ALPHA	1.50
Verduran Enchantress	SC	U	•	Kev Brackschmidt	GG1	ALPHA	6.00
Wall of Brambles	SC	U	•	Anson Maddocks	G2	ALPHA	1.50
Wall of Ice	SC	U	•	Richard Thomas	G2	ALPHA	1.50
Wall of Wood	SC	C	•	Mark Tedin	G	ALPHA	1.50
Wanderlust	EC	U	•	Cornelius Brudi	G2	ALPHA	1.50
War Mammoth	SC	C	*****	Jeff A. Menges	G3	ALPHA	1.50
Web	EC	R	*****	Rob Alexander	G	ALPHA	4.50
Wild Growth	EL	C	•	Mark Poole	G	ALPHA	1.50

Burrowing	EC	C	•	Mark Poole	R	ALPHA	1.50
Chaoslace	INT	R	•	Dameon Willich	R	ALPHA	3.00
Disintegrate	SOR	C	*****	Anson Maddocks	RX	ALPHA	1.50
Dragon Whelp	SC	U	*****	Amy Weber	RR2	ALPHA	3.00
Dwarven Demolition Team	SC	U	•	Kev Brackschmidt	R2	ALPHA	5.50
Dwarven Warriors	SC	C	*****	Douglas Shuler	R2	ALPHA	1.50
Earth Elemental	SC	U	•	Dan Frazier	RR3	ALPHA	1.50
Earthbind	EC	C	•	Quinton Hoover	R	ALPHA	1.50
Earthquake	SOR	R	•	Dan Frazier	RX	ALPHA	5.00
False Orders	INS	C	•	Anson Maddocks	R	ALPHA	4.00
Fire Elemental	SC	U	•	Melissa Benson	RR3	ALPHA	1.50
Fireball	SOR	C	•	Mark Tedin	RX	ALPHA	1.50
Firebreathing	EC	C	•	Dan Frazier	R	ALPHA	1.50
Flashfries	SOR	U	•	Dameon Willich	R3	ALPHA	1.50
Fork	INT	R	•	Amy Weber	RR	ALPHA	14.00
Goblin Balloon Brigade	SC	U	•	Andi Rusu	R	ALPHA	1.50
Goblin King	SC	R	•	Jesper Myrftors	RR1	ALPHA	10.00
Granite Gargoyle	SC	R	•	Christopher Rush	R2	ALPHA	6.00
Gray Ogre	SC	C	•	Dan Frazier	R2	ALPHA	1.50
Hill Giant	SC	C	•	Dan Frazier	R3	ALPHA	1.50
Hurlon Minotaur	SC	C	•	Anson Maddocks	RR1	ALPHA	1.50
Ironclaw Orcs	SC	C	•	Anson Maddocks	R1	ALPHA	3.00
Keldon Warlord	SC	U	•	Kev Brackschmidt	RR2	ALPHA	3.00
Lightning Bolt	INS	C	•	Christopher Rush	R	ALPHA	1.50
Mana Flare	EN	R	•	Christopher Rush	R2	ALPHA	7.00

Manorbabs	EN	R	•	Christopher Rush	R3	ALPHA	4.50
Mons' Goblin Raiders	SC	C	•	Jeff A. Menges	R	ALPHA	1.50
Orchid Artillery	SC	U	•	Anson Maddocks	RR1	ALPHA	1.50
Orchid Oriflame	EN	U	•	Dan Frazier	R3	ALPHA	3.00
Power Surge	EN	R	•	Douglas Shuler	RR	ALPHA	5.00
Raging River	EN	R	•	Sandra Everingham	RR	ALPHA	32.00
Red Elemental Blast	INT	C	•	Richard Thomas	R	ALPHA	1.50
Roc of Kher Ridges	SC	R	•	Andi Rusu	R3	ALPHA	5.50
Rock Hydra	SC	R	•	Jeff A. Menges	RRX	ALPHA	9.00
Sedge Troll	SC	R	•	Dan Frazier	R2	ALPHA	5.00
Shatter	INS	C	•	Amy Weber	R1	ALPHA	1.50
Shivan Dragon	SC	R	•	Melissa Benson	RR4	ALPHA	20.00
Smoke	EN	R	•	Jesper Myrftors	RR	ALPHA	4.00
Stone Giant	SC	U	•	Dameon Willich	RR2	ALPHA	1.50
Stone Rain	SOR	C	•	Daniel Gelon	R2	ALPHA	1.50
Tunnel	SOR	U	•	Dan Frazier	R	ALPHA	1.50
Two-Headed Giant of Faries	SC	R	•	Anson Maddocks	R4	ALPHA	32.50
Uthdeen Troll	SC	U	•	Douglas Shuler	R2	ALPHA	2.50
Wall of Fire	SC	U	•	Richard Thomas	RR1	ALPHA	1.50
Wall of Stone	SC	U	•	Dan Frazier	RR1	ALPHA	1.50
• Wheel of Fortune	SOR	R	•	Daniel Gelon	R2	ALPHA	6.50

WHITE

Animate Wall	EC	R	•	Dan Frazier	W	ALPHA	3.50
Armageddon	SOR	R	•	Jesper Myrftors	W1	ALPHA	6.00
Balance	SOR	R	•	Mark Poole	W1	ALPHA	6.00
Benolish Hero	SC	C	•	Douglas Shuler	W	ALPHA	1.50
Black Ward	EC	U	•	Dan Frazier	W	ALPHA	1.50
Blaze of Glory	INS	R	•	Richard Thomas	W	ALPHA	28.50
Blessing	EC	R	•	Julie Baroh	WW	ALPHA	7.00
Blue Ward	EC	U	•	Dan Frazier	W	ALPHA	1.50
Castle	EN	U	•	Dameon Willich	W3	ALPHA	3.00
Circle of Protection: Black	EN	C	•	Jesper Myrftors	W1	BETA	1.50
Circle of Protection: Blue	EN	C	•	Dameon Willich	W1	ALPHA	1.50
Circle of Protection: Green	EN	C	•	Sandra Everingham	W1	ALPHA	1.50
Circle of Protection: Red	EN	C	•	Mark Tedin	W1	ALPHA	1.50
Circle of Protection: White	EN	C	•	Douglas Shuler	W1	ALPHA	1.50
Consecrate Land	EL	U	•	Jeff A. Menges	W	ALPHA	8.00
Conversion	EN	U	•	Jesper Myrftors	WW2	ALPHA	3.00
Crusade	EN	R	•	Mark Poole	WW	ALPHA	7.00
Death Ward	INS	C	•	Mark Poole	W	ALPHA	1.50
Disenchant	INS	C	•	Amy Weber	W1	ALPHA	1.50
Farmland	EL	R	•	Mark Poole	WWW	ALPHA	4.00
Green Ward	EC	U	•	Dan Frazier	W	ALPHA	1.50
Guardian Angel	INS	C	•	Anson Maddocks	WX	ALPHA	1.50
Healing Salve	INS	C	•	Dan Frazier	W	ALPHA	1.50
Holy Armor	EC	C	•	Melissa Benson	W	ALPHA	1.50
Holy Strength	EC	C	•	Anson Maddocks	W	ALPHA	1.50
Island Sanctuary	EN	R	•	Mark Poole	W1	ALPHA	5.00
Karma	EN	U	•	Richard Thomas	WW2	ALPHA	1.50
Lance	EC	U	•	Rob Alexander	W	ALPHA	1.50
Mesa Pegasus	SC	C	•	Melissa Benson	W1	ALPHA	1.50
Northern Paladin	SC	R	•	Douglas Shuler	WW2	ALPHA	9.50
Pearled Unicorn	SC	C	•	Cornelius Brudi	W2	ALPHA	1.50
Personal Incarnation	SC	R	•	Kev Brackschmidt	WW8	ALPHA	8.00
Purelace	INT	R	•	Sandra Everingham	W	ALPHA	3.00
Red Ward	EC	U	•	Dan Frazier	W	ALPHA	1.50
Resurrection	SOR	U	•	Dameon Willich	WW2	ALPHA	1.50
Reverse Damage	INS	R	•	Dameon Willich	WW1	ALPHA	7.00
Righteousness	INS	R	•	Douglas Shuler	W	ALPHA	6.50
Samite Healer	SC	C	•	Tom Wänerstrand	W1	ALPHA	1.50
Savannah Lions	SC	R	•	Daniel Gelon	W	ALPHA	5.00
Serra Angel	SC	U	•	Douglas Shuler	WW3	ALPHA	7.00
Swords to Plowshares	INS	U	•	Jeff A. Menges	W	ALPHA	1.50
Veteran Bodyguard	SC	R	•	Douglas Shuler	WW3	ALPHA	8.50
Wall of Swords	SC	U	•	Mark Tedin	W3	ALPHA	2.50
White Knight	SC	U	•	Daniel Gelon	WW	ALPHA	3.00
White Ward	EC	U	•	Dan Frazier	W	ALPHA	1.50
Wrath of God	INS	R	•	Quinton Hoover	WW2	ALPHA	6.50

LANDS

Badlands	LAN	R	•	Rob Alexander	ALPHA	8.00
Bayou	LAN	R	•	Jesper Myrftors	ALPHA	8.00
Forest	LAN	C	•	Christopher Rush	ALPHA	.15
Island	LAN	R	•	Mark Poole	ALPHA	.20
Island	LAN	C	•	Mark Poole	ALPHA	.15
Mountain	LAN	C	•	Douglas Shuler	ALPHA	.15
Plains	LAN	C	•	Jesper Myrftors	ALPHA	.15
Plateau	LAN	R	•	Drew Tucker	ALPHA	9.00
Savannah	LAN	R	•	Rob Alexander	ALPHA	8.00
Scrubland	LAN	R	•	Jesper Myrftors	ALPHA	8.00
Swamp	LAN	C	•	Dan Frazier	ALPHA	.15
Taiga	LAN	R	•	Rob Alexander	ALPHA	8.00
Tropical Island	LAN	R	•	Jesper Myrftors	ALPHA	8.00
Tundra	LAN	R	•	Jesper Myrftors	ALPHA	8.00
Underground Sea	LAN	R	•	Rob Alexander	ALPHA	8.00
Volcanic Island	LAN	R	•	Brian Snoddy	BETA	8.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
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REVISED EDITION

Booster Pack	\$2.50
Booster Box	\$90.00
Full Set (302)	\$250.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
ARTIFACTS							
Aladdin's Lamp	ART	R	***	Mark Tedin	10	AN	3.00
Aladdin's Ring	ART	R	***	Don Frazier	8	AN	4.00
Ankh of Mishra	ART	R	***	Amy Weber	2	ALPHA	3.00
Armageddon Clock	ART	R	***	Amy Weber	6	AQ	3.00
Basalt Monolith	ART	U	***	Jesper Myrfort	3	ALPHA	1.00
Black Vise	ART	U	****	Richard Thomas	1	ALPHA	2.00
Bottle of Suleiman	ART	R	***	Jesper Myrfort	4	AN	3.00
Brass Man	AC	U	***	Christopher Rush	1	AN	1.00
Celestial Prism	ART	U	****	Amy Weber	3	ALPHA	1.00
Clockwork Beast	AC	R	***	Drew Tucker	6	ALPHA	4.00
Conservator	ART	U	***	Amy Weber	4	ALPHA	.50
Crystal Rod	ART	U	***	Amy Weber	1	ALPHA	.50
Dancing Scimitar	AC	R	***	Anson Maddocks	4	AN	2.50
Dingus Egg	ART	R	***	Don Frazier	4	ALPHA	4.00
Disrupting Scepter	ART	R	***	Don Frazier	3	ALPHA	3.50
Dragon Engine	AC	R	***	Anson Maddocks	3	AQ	1.50
Ebony Horse	ART	R	***	Dameon Willich	3	AN	3.00
Flying Carpet	ART	R	****	Mark Tedin	4	AN	3.50
Glasses of Urza	ART	U	***	Douglas Shuler	1	ALPHA	1.00
Helm of Chazuk	ART	R	***	Mark Tedin	1	ALPHA	2.50
Hive, The	ART	R	***	Sandra Everingham	5	ALPHA	5.00
Hawking Mine	ART	R	****	Mark Poole	2	ALPHA	5.50
Iron Star	ART	U	***	Don Frazier	1	ALPHA	.50
Ivory Cup	ART	U	***	Anson Maddocks	1	ALPHA	.50
• Ivory Tower	ART	R	****	Margaret Organ-Keen	1	AQ	4.00
Jade Monolith	ART	R	***	Anson Maddocks	4	ALPHA	2.00
Jandor's Ring	ART	R	***	Don Frazier	6	AN	3.00
Jandor's Saddlebags	ART	R	****	Dameon Willich	6	AN	4.00
Jayemdae Tome	ART	R	****	Mark Tedin	4	ALPHA	3.50
Juggernaut	AC	U	****	Don Frazier	4	ALPHA	2.00
Kormus Bell	ART	U	***	Christopher Rush	4	ALPHA	3.00
Library of Leng	ART	U	***	Daniel Gelon	1	ALPHA	1.00
Living Wall	AC	U	***	Anson Maddocks	4	ALPHA	1.00
Manna Vault	ART	R	****	Mark Tedin	1	ALPHA	3.50
Meekstone	ART	R	****	Quinton Hoover	1	ALPHA	4.00
Millstone	ART	R	***	Kaja Foglio	2	AQ	2.50
Mishra's War Machine	AC	R	***	Amy Weber	7	AQ	3.50



A Nightmare can be just that. A cost-effective way of getting rid of one is Magical Hack. Change the land type on Nightmare to something your opponent doesn't have, and bam—it's dead. This works with many blue creatures that need Islands to stay alive. You can also cast Control Magic on your opponent's Nightmare and bring it over to your side. If there are no swamps, it'll die just as quickly.

Nevinyrral's Disk	ART	R	****	Mark Tedin	4	ALPHA	4.00
Obsidian Golem	AC	U	***	Jesper Myrfort	6	ALPHA	1.00
Onulet	AC	R	***	Anson Maddocks	3	AQ	2.00
Ornithopter	AC	U	***	Amy Weber	0	AQ	1.00
Primal Clay	AC	R	***	Kaja Foglio	4	AQ	3.00
Rack, The	ART	U	***	Richard Thomas	1	AQ	1.50
Rocket Launcher	ART	R	***	Pete Venters	4	AQ	2.50
Rod of Ruin	ART	U	***	Christopher Rush	4	ALPHA	1.00
• Sol Ring	ART	U	****	Mark Tedin	1	ALPHA	2.00
Soul Net	ART	U	***	Dameon Willich	1	ALPHA	1.00
Sunglasses of Urza	ART	R	****	Don Frazier	3	ALPHA	4.00

BLACK

Throne of Bone	ART	U	***	Anson Maddocks	1	ALPHA	.50
Winter Orb	ART	R	***	Mark Tedin	2	ALPHA	4.00
Wooden Sphere	ART	U	***	Mark Tedin	1	ALPHA	.50
BLACK							
Animate Dead	EC	U	****	Anson Maddocks	B1	ALPHA	1.00
Bad Moon	EN	R	***	Jesper Myrfort	B1	ALPHA	6.00
Black Knight	SC	U	****	Jeff A. Menges	B8	ALPHA	2.00
Bag Wraith	SC	U	***	Jeff A. Menges	B3	ALPHA	1.50
• Contract from Below	SOR	R	***	Douglas Shuler	B	ALPHA	2.00
Cursed Land	EL	U	***	Jesper Myrfort	B82	ALPHA	.50
Dark Ritual	INT	C	****	Anson Maddocks	B	ALPHA	.50
• Darkpact	SOR	R	****	Quinton Hoover	B88	ALPHA	3.00
Deathgrip	EN	U	***	Anson Maddocks	B8	ALPHA	1.00
Deathlore	INT	R	***	Sandra Everingham	B	ALPHA	2.50
• Demoniac Attorney	SOR	R	***	Daniel Gelon	B	ALPHA	3.00
Demonic Hordes	SC	R	****	Jesper Myrfort	B8B3	ALPHA	6.00
• Demoniac Tutor	SOR	U	***	Douglas Shuler	B1	ALPHA	2.50
Drain Life	SOR	C	***	Douglas Shuler	B1X	ALPHA	.50
Drudge Skeletons	SC	C	****	Sandra Everingham	B1	ALPHA	.50
El-Hajjaj	SC	R	***	Dameon Willich	B81	AN	4.50
Erg Raiders	SC	C	***	Dameon Willich	B1	AN	.50
Evil Presence	EL	U	***	Sandra Everingham	B	ALPHA	1.00
Fear	EC	C	****	Mark Poole	B8	ALPHA	.50
Frozen Shade	SC	C	***	Douglas Shuler	B2	ALPHA	.50
Gloom	EN	U	***	Don Frazier	B2	ALPHA	1.00
Howl from Beyond	INS	C	****	Mark Poole	BX	ALPHA	.50
Hypnotic Specter	SC	U	****	Douglas Shuler	B81	ALPHA	2.50
Lord of the Pit	SC	R	***	Mark Tedin	B8B4	ALPHA	8.00
• Mind Twist	SOR	R	****	Julie Baroh	BX	ALPHA	5.00
Neither Shadow	SC	R	***	Christopher Rush	B8	ALPHA	3.50
Nettling Trap	SC	U	***	Quinton Hoover	B2	ALPHA	2.00
Nightmare	SC	R	****	Melissa Benson	B5	ALPHA	9.50
Paralyze	EC	C	****	Anson Maddocks	B	ALPHA	.50
Pestilence	EN	C	****	Jesper Myrfort	B	ALPHA	.50
Plague Rats	SC	C	***	Anson Maddocks	B2	ALPHA	.50
Raise Dead	SOR	C	***	Jeff A. Menges	B	ALPHA	.50
Royal Assassin	SC	R	****	Tom Wänerstrand	B81	ALPHA	10.50
Sacrifice	INT	U	***	Don Frazier	B	ALPHA	1.00
Scathe Zombies	SC	C	***	Jesper Myrfort	B2	ALPHA	.50
Scavenging Ghoul	SC	U	***	Jeff A. Menges	B3	ALPHA	1.00
Sengir Vampire	SC	U	****	Anson Maddocks	B83	ALPHA	3.50
Simulacrum	INS	U	***	Mark Poole	B1	ALPHA	1.00
Sorceress Queen	SC	R	****	Kaja Foglio	B81	AN	6.00
Terror	INS	C	***	Ron Spencer	B1	ALPHA	.50
Unholy Strength	EC	C	***	Douglas Shuler	B	ALPHA	.50
Wall of Bone	SC	U	***	Anson Maddocks	B2	ALPHA	.50
Warp Artifact	EA	R	***	Amy Weber	B8	ALPHA	3.00
Weakness	EC	C	****	Douglas Shuler	B	ALPHA	.50
Will-O'-The-Wisp	SC	R	****	Jesper Myrfort	B	ALPHA	6.00
Zombie Master	SC	R	***	Jeff A. Menges	B81	ALPHA	4.50

BLUE

Air Elemental	SC	U	****	Richard Thomas	UU3	ALPHA	1.50
Animate Artifact	EA	U	***	Douglas Shuler	U3	ALPHA	1.00
Blue Elemental Blast	INT	C	***	Richard Thomas	U	ALPHA	.50
• Brainweaver	SOR	R	****	Mark Tedin	UU4	ALPHA	5.00
Clone	SC	U	****	Julie Baroh	U3	ALPHA	2.50
Control Magic	EC	U	****	Dameon Willich	UU2	ALPHA	2.50
• Copy Artifact	EN	R	****	Amy Weber	U1	ALPHA	4.50
Counterspell	INT	U	****	Mark Poole	UU	ALPHA	3.00
Creature Bond	EC	C	***	Anson Maddocks	UU	ALPHA	.50
Drain Power	SOR	R	****	Douglas Shuler	UU	ALPHA	4.50
Energy Flux	EN	U	***	Kaja Foglio	U2	ANT	1.00
Feedback	EE	U	***	Quinton Hoover	U2	ALPHA	.50
Flight	EC	C	****	Anson Maddocks	U	ALPHA	.50
Hurky's Recall	INS	R	***	Né Ne Thomas	U1	AQ	4.00
Island Fish Jascenius	SC	R	***	Jesper Myrfort	UUU4	AN	4.50
Jump	INS	C	***	Mark Poole	U	ALPHA	.50
Lifelap	EN	U	****	Anson Maddocks	UU	ALPHA	1.00
Lord of Atlantis	SC	R	***	Melissa Benson	UU	ALPHA	6.50
Magical Hack	INT	R	****	Julie Baroh	U	ALPHA	5.50
Mahamoti Djinn	SC	R	****	Don Frazier	UU4	ALPHA	7.50
Mana Short	INS	R	****	Dameon Willich	U2	ALPHA	4.50
Merfolk of the Pearl Trident	SC	C	***	Jeff A. Menges	U	ALPHA	.50
Phantasmal Forces	SC	U	***	Mark Poole	U3	ALPHA	1.00
Phantasmal Terrain	EL	C	****	Dameon Willich	UU	ALPHA	.50
Phantom Monster	SC	U	****	Jesper Myrfort	U3	ALPHA	1.00
Pirate Ship	SC	R	****	Tom Wänerstrand	U4	ALPHA	4.50
Power Leak	EE	C	***	Drew Tucker	U1	ALPHA	.50
Power Sink	INT	C	****	Richard Thomas	UX	ALPHA	.50
Prodigal Sorcerer	SC	C	****	Douglas Shuler	U2	ALPHA	.50
Psychic Venom	EL	C	***	Brian Snoddy	U1	ALPHA	.50
Reconstruction	SOR	C	***	Anson Maddocks	U	AQ	.50
Sea Serpent	SC	C	***	Jeff A. Menges	U5	ALPHA	.50

• • Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature	
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Serendib Efreet	SC	R	***	Anson Maddocks	U2	AN	5.00
Siren's Call	INS	U	***	Anson Maddocks	U	ALPHA	1.50
Sleight of Mind	INT	R	*****	Mark Poole	U	ALPHA	5.50
Spell Blast	INT	C	*****	Brian Snoddy	UX	ALPHA	.50
Stasis	EN	R	***	Fay Jones	U1	ALPHA	4.50
Steal Artifact	EA	U	***	Amy Weber	UU2	ALPHA	1.00
Thoughtful	INT	R	***	Mark Poole	U	ALPHA	2.50
Unstable Mutation	EC	C	***	Douglas Shuler	U	AN	.50
Unsummon	INS	C	***	Douglas Shuler	U	ALPHA	.50
Vesuvan Doppelganger	SC	R	*****	Quinton Hoover	UU3	ALPHA	8.50
Volcanic Eruption	SOR	R	***	Douglas Shuler	UUUX	ALPHA	3.50
Wall of Air	SC	U	***	Richard Thomas	UU1	ALPHA	1.00
Wall of Water	SC	U	**	Richard Thomas	UU1	ALPHA	.50
Water Elemental	SC	U	**	Jeff A. Menges	UU3	ALPHA	1.50



Jandor was one smart guy. For three mana, you get to untap a single creature. It's especially useful—and, for your attacking enemy, surprising—when your creature springs up to guard you out of nowhere. As pictured, combining the Saddlebags with the Giant Badger makes for some vicious blocking!

GREEN

Aspect of Wolf	EC	R	*****	Jeff A. Menges	G1	ALPHA	5.00
Birds of Paradise	SC	R	*****	Mark Poole	G	ALPHA	6.50
Channel	SOR	U	**	Richard Thomas	GG	ALPHA	1.00
Cockatrice	SC	R	*****	Dan Frazier	GG3	ALPHA	5.50
Craw Worm	SC	C	**	Daniel Gelon	GG4	ALPHA	.50
Crumble	INS	U	***	Jesper Myrflors	G	AQ	.50
Desert Twister	SOR	U	***	Susan Van Camp	GG4	AN	2.00
Elvish Archers	SC	R	**	Anson Maddocks	G1	ALPHA	4.00
Fastbond	EN	R	**	Mark Poole	G	ALPHA	3.50
Fog	INS	C	***	Jesper Myrflors	G	ALPHA	.50
Force of Nature	SC	R	*****	Douglas Shuler	GG32	ALPHA	8.00
Fungusaur	SC	R	***	Daniel Gelon	G3	ALPHA	4.50
Gaea's Liege	SC	R	*****	Dameon Willich	GGG3	ALPHA	6.50
Giant Growth	INS	C	*****	Sandra Everingham	G	ALPHA	.50
Giant Spider	SC	C	***	Sandra Everingham	G3	ALPHA	.50
Grizzly Bears	SC	C	***	Jeff A. Menges	G1	ALPHA	.50
Hurricane	SOR	U	***	Dameon Willich	GX	ALPHA	1.00
Instill Energy	EC	U	***	Dameon Willich	G	ALPHA	1.00
Ironroot Treefolk	SC	C	***	Jesper Myrflors	G4	ALPHA	.50
Kudzu	EL	R	**	Mark Poole	GG1	ALPHA	3.00
Ley Druid	SC	U	***	Sandra Everingham	G2	ALPHA	1.00
Lifeforce	EN	U	***	Dameon Willich	GG	ALPHA	1.00
Lifelace	INT	R	**	Amy Weber	G	ALPHA	2.50
Living Artifact	EA	R	***	Anson Maddocks	G	ALPHA	3.50
Living Lands	EN	R	**	Jesper Myrflors	G3	ALPHA	3.50
Ulanawar Elves	SC	C	***	Anson Maddocks	G	ALPHA	.50
Lure	EC	U	*****	Anson Maddocks	GG1	ALPHA	1.00
Regeneration	EC	C	*****	Quinton Hoover	G1	ALPHA	.50
Regrowth	SOR	U	*****	Dameon Willich	G1	ALPHA	2.00
Scrib Sprites	SC	C	***	Amy Weber	G	ALPHA	.50
Shanodin Dryads	SC	C	***	Anson Maddocks	G	ALPHA	.50
Stream of Life	SOR	C	***	Mark Poole	GX	ALPHA	.50
Thicket Basilisk	SC	U	***	Dan Frazier	GG3	ALPHA	2.50
Timber Wolves	SC	R	***	Melissa Benson	G	ALPHA	4.00
Titania's Song	EN	R	***	Kerstin Kaman	G3	AQ	3.00
Tranquility	SOR	C	***	Douglas Shuler	G2	ALPHA	.50
Tsunami	SOR	U	**	Richard Thomas	G3	ALPHA	1.00
Verduran Enchantress	SC	R	**	Kev Brockschmidt	GG1	ALPHA	4.50
Wall of Brambles	SC	U	***	Anson Maddocks	G2	ALPHA	1.00
Wall of Ice	SC	U	**	Richard Thomas	G2	ALPHA	1.00
Wall of Wood	SC	C	***	Mark Tadin	G	ALPHA	.50
Wanderlust	EC	U	***	Cornelius Brudi	G2	ALPHA	1.00
War Mammoth	SC	C	*****	Jeff A. Menges	G3	ALPHA	.50
Web	EC	R	*****	Rob Alexander	G	ALPHA	3.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Wild Growth	EL	C	**	Mark Poole	G	ALPHA	.50
Atag	SC	C	**	Jesper Myrflors	R1	AQ	.50
Burrowing	EC	C	***	Mark Poole	R	ALPHA	1.00
Chaoslore	INT	R	***	Dameon Willich	R	ALPHA	2.50
Disintegrate	SOR	C	*****	Anson Maddocks	RX	ALPHA	.50
Dragon Whelp	SC	U	*****	Amy Weber	RR2	ALPHA	2.50
Dwarven Warriors	SC	C	*****	Douglas Shuler	R2	ALPHA	.50
Dwarven Weaponsmith	SC	U	***	Mark Poole	R1	AQ	1.00
Earth Elemental	SC	U	***	Dan Frazier	RR3	ALPHA	1.50
Earthbind	EC	C	***	Quinton Hoover	R	ALPHA	.50
Earthquake	SOR	R	***	Dan Frazier	RX	ALPHA	4.00
Fire Elemental	SC	U	***	Melissa Benson	RR3	ALPHA	1.50
Fireball	SOR	C	*****	Mark Tadin	RX	ALPHA	.50
Firebreathing	EC	C	***	Dan Frazier	R	ALPHA	.50
Flashfires	SOR	U	***	Dameon Willich	R3	ALPHA	1.00
Fork	INT	R	*****	Amy Weber	RR	ALPHA	10.00
Goblin Balloon Brigade	SC	U	***	Andi Rusu	R	ALPHA	1.00
Goblin King	SC	R	***	Jesper Myrflors	RR1	ALPHA	7.50
Granite Gargoyle	SC	R	***	Christopher Rush	R2	ALPHA	4.50
Gray Ogre	SC	C	**	Dan Frazier	R2	ALPHA	.50
Hill Giant	SC	C	**	Dan Frazier	R3	ALPHA	.50
Hurloon Minotaur	SC	C	**	Anson Maddocks	RR1	ALPHA	.50
Keldon Warlord	SC	U	***	Kev Brockschmidt	RR2	ALPHA	2.50
Kird Ape	SC	C	***	Ken Meyer Jr.	R	AN	1.00
Lightning Bolt	INS	C	*****	Christopher Rush	R	ALPHA	.50
Magnetic Mountain	EN	R	***	Susan Van Camp	RR1	AN	4.00
Mana Flare	EN	R	*****	Christopher Rush	R2	ALPHA	5.50
Manabombs	EN	R	**	Christopher Rush	R3	ALPHA	3.50
Mijoe Djin	SC	R	***	Susan Van Camp	RRR	AN	5.00
Mon's Goblin Raiders	SC	C	**	Jeff A. Menges	R	ALPHA	.50
Orkish Artillery	SC	U	***	Anson Maddocks	RR1	ALPHA	1.00
Orkish Driflamma	EN	U	***	Dan Frazier	R3	ALPHA	2.50
Power Surge	EN	R	*****	Douglas Shuler	RR	ALPHA	3.50
Red Elemental Blast	INT	C	***	Richard Thomas	R	ALPHA	.50
Roc of Kher Ridges	SC	R	***	Andi Rusu	R3	ALPHA	4.00
Rock Hydra	SC	R	***	Jeff A. Menges	RRX	ALPHA	6.50
Sedge Troll	SC	R	***	Dan Frazier	R2	ALPHA	4.00
Shatter	INS	C	***	Amy Weber	R1	ALPHA	.50
Shatterstorm	SOR	U	***	Mark Poole	RR2	AQ	2.50
Shivan Dragon	SC	R	*****	Melissa Benson	RR4	ALPHA	14.00
Smoke	EN	R	**	Jesper Myrflors	RR	ALPHA	3.50
Stone Giant	SC	U	***	Dameon Willich	RR2	ALPHA	1.00
Stone Rain	SOR	C	***	Daniel Gelon	R2	ALPHA	.50
Tunnel	SOR	U	**	Dan Frazier	R	ALPHA	.50
Unhden Troll	SC	U	***	Douglas Shuler	R2	ALPHA	2.00
Wall of Fire	SC	U	***	Richard Thomas	RR1	ALPHA	1.00
Wall of Stone	SC	U	***	Dan Frazier	RR1	ALPHA	1.00
Wheel of Fortune	SOR	R	*****	Daniel Gelon	R2	ALPHA	5.00

WHITE

Animate Wall	EC	R	**	Dan Frazier	W	ALPHA	3.00
Armageddon	SOR	R	*****	Jesper Myrflors	W1	ALPHA	4.50
Balance	SOR	C	***	Mark Poole	W1	ALPHA	4.50
Benalish Hero	SC	C	***	Douglas Shuler	W	ALPHA	.50
Black Ward	EC	U	***	Dan Frazier	W	ALPHA	.50
Blessing	EC	U	***	Julie Borch	WW	ALPHA	5.00
Blue Ward	EC	U	***	Dan Frazier	W	ALPHA	.50
Castle	EN	U	***	Dameon Willich	W3	ALPHA	2.00
Circle of Protection: Black	EN	C	***	Jesper Myrflors	W1	ALPHA	.50
Circle of Protection: Blue	EN	C	***	Dameon Willich	W1	ALPHA	.50
Circle of Protection: Green	EN	C	***	Sandra Everingham	W1	ALPHA	.50
Circle of Protection: Red	EN	C	***	Mark Tadin	W1	ALPHA	.50
Circle of Protection: White	EN	C	***	Douglas Shuler	W1	ALPHA	.50
Conversion	EN	U	***	Jesper Myrflors	WW2	ALPHA	2.00
Crusade	EN	R	***	Mark Poole	WW	ALPHA	5.50
Death Ward	INS	C	***	Mark Poole	W	ALPHA	.50
Disenchant	INS	C	***	Amy Weber	W1	ALPHA	.50
Eye for an Eye	INS	R	***	Mark Poole	WW	AN	4.50
Farmland	EL	R	**	Mark Poole	WWW	ALPHA	3.50
Green Ward	EC	U	***	Dan Frazier	W	ALPHA	.50
Guardian Angel	INS	C	***	Anson Maddocks	WX	ALPHA	.50
Healing Salve	INS	C	***	Dan Frazier	W	ALPHA	.50
Holy Armor	EC	C	***	Melissa Benson	W	ALPHA	.50
Holy Strength	EC	C	***	Anson Maddocks	W	ALPHA	.50
Island Sanctuary	EN	U	***	Mark Poole	W1	ALPHA	4.00
Karma	EN	U	*****	Richard Thomas	WW2	ALPHA	1.00
Lance	EC	U	**	Rob Alexander	W	ALPHA	1.50
Mesa Pegasus	SC	C	***	Melissa Benson	W1	ALPHA	.50
Northern Paladin	SC	R	***	Douglas Shuler	WW2	ALPHA	7.00
Perled Unicorn	SC	C	***	Cornelius Brudi	W2	ALPHA	.50
Purelace	INT	R	***	Kev Brockschmidt	WWB	ALPHA	6.00
Red Ward	EC	U	***	Sandra Everingham	W	ALPHA	2.50
Resurrection	SOR	U	***	Dan Frazier	W	ALPHA	.50
Reverse Damage	INS	R	***	Dameon Willich	WW2	ALPHA	1.00
Reverse Polarity	INS	U	***	Dameon Willich	WW1	ALPHA	5.00
Ripheousness	INS	R	***	Justin Hampton	WW	AQ	.50
				Douglas Shuler	W	ALPHA	5.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Samite Healer	SC	C	***	Tom Wänerstrand	W1	ALPHA	.50
Savannah Lions	SC	R	***	Daniel Gelon	W	ALPHA	4.00
Serra Angel	SC	U	*****	Douglas Shuler	WW3	ALPHA	5.00
Swords to Plowshares	INS	U	*****	Jeff A. Menges	W	ALPHA	1.50
Veteran Bodyguard	SC	R	****	Douglas Shuler	WW3	ALPHA	6.50
Wall of Swords	SC	U	****	Mark Tedin	W3	ALPHA	2.00
White Knight	SC	U	****	Daniel Gelon	WW	ALPHA	2.00
White Ward	EC	U	***	Dan Frazier	W	ALPHA	.50
Wrath of God	INS	R	****	Quinton Hoover	WW2	ALPHA	5.00

LANDS

Badlands	LAN	R	****	Rob Alexander		ALPHA	6.00
Bayou	LAN	R	****	Jesper Myrfors		ALPHA	6.00
Forest	LAN	C	—	Christopher Rush		ALPHA	.05
Island	LAN	C	—	Mark Poole		ALPHA	.05
Mountain	LAN	C	—	Douglas Shuler		ALPHA	.05
Plains	LAN	C	—	Jesper Myrfors		ALPHA	.05
Plateau	LAN	R	****	Cornelius Brudi		ALPHA	7.00
Savannah	LAN	R	****	Rob Alexander		ALPHA	6.00
Scrubland	LAN	R	****	Jesper Myrfors		ALPHA	6.00
Swamp	LAN	C	—	Dan Frazier		ALPHA	.05
Taiga	LAN	R	****	Rob Alexander		ALPHA	6.00
Tropical Island	LAN	R	****	Jesper Myrfors		ALPHA	6.00
Tundra	LAN	R	****	Jesper Myrfors		ALPHA	6.00
Underground Sea	LAN	R	****	Rob Alexander		ALPHA	6.00
Volcanic Island	LAN	R	****	Brian Snoddy		BETA	6.00

ARABIAN NIGHTS

Booster Pack	\$50.00
Booster Box	\$3,000.00
Full Set (77)	\$600.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
ARTIFACTS						
Aladdin's Lamp	ART	U	***	Mark Tedin	10	5.00
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.						
Aladdin's Ring	ART	U	***	Dan Frazier	8	7.00
B, T: Do 4 damage to any target.						
Bottle of Suleiman	ART	R	***	Jesper Myrfors	4	5.50
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
Brass Man	AC	U	***	Christopher Rush	1	1.50
Pay 1 during upkeep to untap. 1/3.						
City in a Bottle	ART	R	•	Drew Tucker	2	13.50
Remove all Arabian Nights cards from play; prevent new ones from being put into play.						
Dancing Scimitar	AC	R	***	Anson Maddocks	4	5.00
Flying. 1/5.						
Ebony Horse	ART	R	•	Dameon Willich	3	4.50
2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.						
Flying Carpet	ART	R	****	Mark Tedin	4	6.00
2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.						
Jandar's Ring	ART	R	**	Dan Frazier	6	4.00
2, T: Discard a card you just drew, and draw another to replace it.						
Jandar's Saddlebags	ART	R	****	Dameon Willich	2	8.00
3, T: Untap a creature.						
Jeweled Bird	ART	R	•	Amy Weber	1	6.00
T: Exchange Bird for your ante, then draw a new card.						
Pyramids	ART	R	**	Amy Weber	6	20.00
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.						
Ring of Mo'raf	ART	R	****	Dan Frazier	5	25.00
5: Sacrifice Ring of Mo'raf to select a card from outside the game instead of drawing.						
Sandals of Abdallah	ART	R	**	Dan Frazier	4	7.00
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						

BLACK

Cuombaji Witches	SC	C	***	Kaja Foglio	BB	3.50
T: Each player does 1 damage to any target. 1/3.						
El-Hajjaj	SC	R	***	Dameon Willich	BB1	9.00
Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.						
Erg Raiders	SC	C	**	Dameon Willich	B1	1.00
Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.						
Guardian Beast	SC	R	****	Ken Meyer Jr.	B3	50.00
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.						
Hasran Ogress	SC	C	•	Dan Frazier	BB	2.00
Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.						
Junun Efreet	SC	R	***	Christopher Rush	BB1	17.00
Flying. Pay BB during upkeep or Junun Efreet is destroyed. 3/3.						
Juzam Djinn	SC	R	****	Mark Tedin	BB2	40.00
Lose 1 life during upkeep. 5/5.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Khabal Ghoul	SC	R	***	Douglas Shuler	B2	27.50
Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.						
Oublette	EN	C	****	Douglas Shuler	BB1	5.50
Place target creature out of play.						
Sorceress Queen	SC	R	*****	Kaja Foglio	BB1	10.00
T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.						
Stone-Throwing Devils	SC	C	***	Ken Meyer Jr.	B	3.50
First strike. 1/1.						

BLUE

Dandan	SC	C	•	Drew Tucker	UU	2.50
Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.						
Fishliver Oil	EC	C	***	Anson Maddocks	U1	2.50
Give target creature islandwalk.						
Flying Men	SC	C	****	Christopher Rush	U	3.50
Flying. 1/1.						
Giant Tortoise	SC	C	**	Kaja Foglio	U1	2.00
+0/+3 while untapped. 1/1.						
Island Fish Jasconius	SC	R	**	Jesper Myrfors	UUU4	6.50
Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.						
Merchant Ship	SC	R	**	Tom Wänerstrand	U	8.00
Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.						
Old Man of the Sea	SC	R	****	Susan Van Camp	UU1	32.50
T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.						
Serendib Djinn	SC	R	**	Anson Maddocks	UU2	16.00
Flying. Destroy a land during upkeep. Take 3 damage if the destroyed land is an island. 5/6.						
Serendib Efreet	SC	R	***	Anson Maddocks	U2	10.00
Flying. Does 1 damage to you during upkeep. 3/4.						
Sinbad	SC	R	•	Julie Baroh	U1	9.00
T: Draw a new card; you may only keep it if it is a land. 1/1.						
Unstable Mutation	EC	C	***	Douglas Shuler	U	1.00
Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.						



Try holding this Instant for an attacking weenie horde and watch them go bye-bye. Sandstorm's even better than a quick Pestilence since it's a surprise move and won't hurt your creatures. In a tournament deck, consider it for your sideboard.

GREEN

Cyclone	EN	R	**	Mark Tedin	GG2	8.50
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.						
Desert Twister	SOR	U	****	Susan Van Camp	Cost. GG4	3.00
Destroy any one card in play.						
Drop of Honey	EN	R	***	Anson Maddocks	G	21.00
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.						
Erhnam Djinn	SC	R	***	Ken Meyer Jr.	G3	18.50
Give forestwalk to an opponent's creature until next upkeep. 4/5.						
Ghazban Ogre	SC	C	**	Jesper Myrfors	G	2.50
During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.						
Ith-Biff Efreet	SC	R	***	Jesper Myrfors	GG2	20.00
Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player 2/2.						
Metamorphosis	SOR	C	•	Christopher Rush	G	2.50
Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.						
Naf's Asp	SC	C	**	Christopher Rush	G	3.50
If Naf's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.						
Sandstorm	INS	C	**	Brian Snoddy	G	3.00
Do 1 damage to all attacking creatures.						
Singing Tree	SC	R	****	Rob Alexander	G3	25.00
T: Reduce attacking creature's power to 0 until end of turn. 0/3						

• • Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature	
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Wyluli Wolf T: Give a creature +1/+1 until end of turn. 1/1.	SC	C	****	Susan Van Camp	G1	4.00
RED						
Aladdin RR1: Steal artifact. 1/1.	SC	R	****	Julie Baroh	RR2	26.50
Ali Baba R: Tap a wall. 1/1.	SC	R	***	Julie Baroh	R	10.50
Ali from Cairo You cannot be reduced below 1 life due to damage while Ali is in play. 0/2.	SC	R	****	Mark Poole	RR2	52.50
Bird Maiden Flying. 1/2.	SC	C	**	Jeff A. Menges	R2	3.00
Desert Nomads Desertwalk. Immune to damage from Deserts. 2/2.	SC	C	**	Christopher Rush	R2	3.00
Hurr Jackal T: Prevent creature from regenerating this turn. 1/1.	SC	C	***	Drew Tucker	R	3.00
Kird Ape Kird Ape gains +1/+2 while controller has forests in play. 1/1.	SC	C	***	Ken Meyer Jr.	R	2.00
Magnetic Mountain To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!	SC	R	****	Susan Van Camp	RR1	6.00
Mijae Djinn If Mijae Djinn attacks, flip a coin. If opponent wins flip, Mijae Djinn taps but does not attack. 6/3.	SC	R	***	Susan Van Camp	RRR	8.00
Rukh Egg If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.	SC	C	****	Christopher Rush	R3	7.50
Ydwen Efreet Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.	SC	R	***	Drew Tucker	RRR	11.00

WHITE						
Abu Ja'far If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.	SC	R	****	Ken Meyer Jr.	W	12.00
Army of Allah +2/+0 to all attacking creatures until end of turn.	INS	C	****	Brian Snoddy	WW1	4.50
Camel Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.	SC	C	*	Sandra Everingham	W	2.50
Eye for an Eye Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.	INS	R	****	Mark Poole	WW	9.00
Jihad +2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.	EN	R	****	Brian Snoddy	WWW	32.50
King Suleiman T: Destroy an Efreet or Djinn. 1/1.	SC	R	**	Mark Poole	W1	14.00
Moorish Cavalry Trample. 3/3.	C	***		Dameon Willich	WW2	4.50
Priety +0/+3 to all defending creatures until end of turn.	INS	C	**	Mark Poole	W2	2.50
Repentant Blacksmith Protection from red. 1/2.	SC	R	***	Drew Tucker	W1	11.00
Shahrazad Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.	SOR	R	*	Kaja Foglio	WW	13.00
War Elephant Bands, trample. 2/2.	SC	C	****	Kristen Bishop	W3	5.00



The best "special" card out yet. Use Arena to have your bigger creatures beat up on your opponent's smaller ones, tap your enemy's defending creatures just before the start of your turn, and then again on your turn to really cripple her defenses!

LANDS						
Bazaar of Baghdad T: Draw 2 cards from your library; immediately discard 3 cards from your hand.	LAN	R	**	Jeff A. Menges		15.00
City of Brass T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.	LAN	R	****	Mark Tedin		25.00
Desert T: Add 1 T: Do 1 damage to any attacking creature after it deals damage.	LAN	C	***	Jesper Myrftors		5.00
Diamond Valley T: Sacrifice a creature to gain life equal to its toughness.	LAN	R	*****	Brian Snoddy		35.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Elephant Graveyard T: Add 1 T: Regenerate an Elephant or Mammoth.	LAN	R	***	Rob Alexander		24.00
Island of Wak-Wak T: Reduce the power of one flying creature to 0 until end of turn.	LAN	R	*****	Douglas Shuler		25.00
Library of Alexandria T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.	LAN	R	*****	Mark Poole		25.00
Oasis T: Negate 1 damage to any creature.	LAN	R	***	Brian Snoddy		8.00

ANTIQUITIES

Booster Pack	\$15.00
Booster Box	\$750.00
Full Set (85)	\$375.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
ARTIFACTS						
Amulet of Kroog T: Prevent 1 damage to any target.	ART	C	**	Margaret Organ-Keen	2	.50
Armageddon Clock Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.	ART	U	**	Amy Weber	6	5.00
Ashnod's Altar 0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).	ART	U	*	Anson Maddocks	3	3.50
Ashnod's Battle Gear 2: Make one of your creatures +2/+2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.	ART	U	**	Mark Poole	2	4.50
Ashnod's Transmogrator Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrator after it has been used.	ART	U	***	Mark Tedin	1	3.50
Battering Ram Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.	AC	C	**	Jeff A. Menges	2	1.50
Bronze Tablet 4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.	ART	R	*	Tom Wänerstrand	6	9.50
Candelabra of Tawnos X: Untap X separate lands.	ART	R	*****	Douglas Shuler	1	20.00
Clay Statue 2: Regenerates. 3/1.	AC	C	***	Jesper Myrftors	4	1.00
Clockwork Avian Flying. Tap four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps Avian. 0/4.	AC	R	***	Randy Asplund-Faith	5	15.00
Colossus of Sardia Trample. Colossus does not untap as normal in your untap phase, you may spend 9 in your upkeep to untap Colossus. 9/9.	AC	R	****	Jesper Myrftors	9	20.00
Coral Helm 3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand.	ART	R	**	Amy Weber	3	6.50
Cursed Rack Opponent must discard to 4 cards during discard phase.	ART	U	**	Richard Thomas	4	4.00
Dragon Engine 2: +1/+0 until end of turn. 1/3.	AC	C	**	Anson Maddocks	3	2.00
Feldon's Cone 0: Reshuffle your graveyard into your library. Remove Feldon's Cone from game when it is used, returning it to its owner's deck after the game is over.	ART	U	****	Mark Tedin	1	9.00
Golgothian Sylex 1: Discard all Antiquities cards, including Golgothian Sylex, from play.	ART	R	*	Kerstin Kaman	4	8.00
Grapeshot Catapult T: Do 1 damage to a target flying creature. 2/3.	AC	C	**	Don Frazier	4	1.00
Ivory Tower Take 1 life for each card over four you have in hand during upkeep.	ART	U	*****	Margaret Organ-Keen	1	6.00
Jakum Tome 2: Draw a card from your library and discard a card of your choosing to your graveyard.	ART	R	**	Tom Wänerstrand	3	5.00
Nightstone All attacking creatures gain +1/+0.	ART	U	**	Pete Venters	4	3.00
Millstone 2: T: Take the top 2 cards from target player's library and place them in target player's graveyard.	ART	U	***	Kaja Foglio	2	4.00
Mishra's War Machine Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.	AC	R	*	Amy Weber	7	7.00
Obelisk of Undoing 6: Take any of your permanents in play back to your hand, discarding enchantments on such cards.	ART	R	**	Tom Wänerstrand	1	12.50
Onulet If Onulet is placed in graveyard, its controller takes 2 life. 2/2.	AC	U	**	Anson Maddocks	3	3.00
Ornithopter Flying. 0/2.	AC	C	**	Amy Weber	0	1.00
Primal Clay When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.	AC	U	**	Kaja Foglio	6	5.00
Rock, The Do 1 damage for each card over three opponent has in hand during upkeep.	ART	U	***	Richard Thomas	1	1.50
Rakalite 2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.	ART	U	**	Christopher Rush	6	2.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Rocket Launcher 2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.	ART	U	***	Pete Venters	4	5.50
Shapeshifter *—any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7+*)	AC	R	****	Dan Frazier	6	12.00
Staff of Zegon 3: Make target creature -2/-0 until end of turn. Creatures with power less than 1 deal no damage	ART	C	•	Mark Poole	4	.50
Su-Chi When Su-Chi goes to the graveyard, its controller gets 4 colorless mana. 4/4.	AC	U	•	Christopher Rush	4	3.50
Tablet of Epityr 1: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.	ART	C	•	Christopher Rush	1	.50
Townso's Coffin 3, T: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave Coffin tapped.	ART	R	****	Christopher Rush	4	18.00
Townso's Wand 2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.	ART	U	**	Douglas Shuler	4	3.50
Townso's Weaponry 2: Target creature gets +1/+1 as long as Townso's Weaponry remains tapped. You may choose not to untap Townso's Weaponry during untap phase.	ART	U	***	Dan Frazier	2	3.50
Tetravus Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or share enchantments on Tetravus. 1/1.	AC	R	***	Mark Tedin	6	16.50
Triskelion Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.	AC	R	****	Douglas Shuler	6	12.50
Urza's Avenger 0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are cumulative. 4/4.	AC	R	****	Amy Weber	6	17.50
Urza's Chalice 1: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.	ART	C	**	Jeff A. Menges	1	.50
Urza's Miller 3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miller may not be used when you destroy an artifact to gain benefits from another card.	ART	R	**	Randy Asplund-Faith	3	8.00
Wall of Spears First strike, counts as a wall. 2/3.	AC	U	**	Sandra Everingham	3	3.50
Weakstone All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage.	ART	U	**	Justin Hampton	4	3.00
Yotian Soldier Yotian Soldier does not tap when attacking. 1/4.	AC	C	***	Christopher Rush	3	2.00
BLACK						
Artifact Possession Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.	EA	C	**	Christopher Rush	B2	.50
Gate to Phyrexia Sacrifice one of your creatures during your upkeep to destroy any one artifact.	EN	U	***	Sandra Everingham	B8	3.00
Haunting Wind Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.	EN	U	**	Jeff A. Menges	B3	3.50
Phyrexian Gremlins T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.	SC	C	****	Amy Weber	B2	1.50
Priest of Yawgmoh T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.	SC	C	•	Mark Tedin	B1	.50
Xenic Poltergeist T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.	SC	U	***	Dan Frazier	BB1	3.50
Yawgmoh Demon Flying, first strike. During your upkeep, sacrifice one of your artifacts in play or Yawgmoh Demon taps to do 2 damage to you. 6/6.	SC	R	**	Sandra Everingham	BB4	14.50
BLUE						
Drafna's Restoration Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.	SOR	C	**	Amy Weber	U	1.00
Energy Flux Each artifact requires 2 during upkeep or it must be discarded.	EN	U	***	Kaja Foglio	U2	2.00
Hurkyl's Recall Return all artifacts in play owned by target player to owner's hand; enchantments on these artifacts are discarded.	INS	R	***	Né Né Thomas	U1	7.00
Power Artifact Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.	EA	U	**	Douglas Shuler	UU	4.00
Reconstruction Bring an artifact from your graveyard into your hand.	SOR	C	***	Anson Maddocks	U	1.00
Sage of Lat-Nam T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the	SC	C	•	Pete Venters	U1	.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
graveyard. Transmute Artifact Choose an artifact from your library and immediately place it in play; also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact does not succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.	SOR	U	***	Anson Maddocks	UU	4.00

GREEN

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Argothian Pixies Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.	SC	C	**	Amy Weber	G1	1.50



■ **Unstable Mutation** can be crushing with a creature that becomes the strongest in play, 1/1s out of the starting block, or creatures going in unblocked. The drawback: the dang spell ends up killing them! Not any more—when the mutated critter has served its purpose, Unsummon it into your hand. The **Unstable Mutation** goes to the graveyard and all those annoying -1/-1 counters disappear.

Argothian Treefolk Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5	SC	C	***	Amy Weber	GG3	1.50
Citadel Druid Add a +1/+1 counter whenever opponent casts an artifact. 1/1	SC	U	**	Jeff A. Menges	G1	3.50
Crumble Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.	INS	C	****	Jesper Myrftors	G	1.00
Gaea's Avenger *—number of artifacts opponent has in play. *+1/*+1	SC	R	***	Pete Venters	GG1	11.00
Powerleech Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifact is paid. Powerleech is not triggered by continuous artifacts.	EN	U	***	Christopher Rush	GG	4.00
Titania's Song Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.	EN	U	***	Kerstin Kaman	G3	5.00

RED

Artifact Blast Counter any artifact as it is being cast.	INT	C	•	Mark Poole	R	1.00
Aiog 0: +2/+2; sacrifice one of your artifacts in play. 1/2.	SC	C	**	Jesper Myrftors	R1	.50
Defonate Target an artifact; X is the casting cost of the target artifact. Defonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Defonate may not be regenerated.	SOR	U	**	Randy Asplund-Faith	RX	4.50
Dwarven Weaponsmith T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.	SC	U	***	Mark Poole	R1	1.50
Goblin Artisans If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.	SC	U	**	Julie Barak	R	3.50
Orish Mechanics T: Do 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1	SC	C	***	Pete Venters	Cost R2	1.00
Shatterstorm Bury all artifacts in play. Artifact creatures may not be regenerated.	SOR	R	***	Mark Poole	RR2	5.00

WHITE

Argivian Archaeologist 2, T: Bring an artifact from your graveyard to your hand. 1/1	SC	R	*****	Amy Weber	WW1	21.00
Argivian Blacksmith T: Negate 2 damage to target artifact creature. 2/2.	SC	C	**	Kerstin Kaman	WW1	1.00

• • Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature	
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Artifact Ward Target creature may not be blocked by artifact creatures. Damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.	EC	C	••	Douglas Shuler	W	1.00
Circle of Protection: Artifacts 2: Prevent all damage against you from an artifact source.	EN	U	••••	Pete Venters	W1	13.00
Damping Field No one may untap more than one artifact in each of his or her own untap phases.	EN	U	•	Justin Hampton	W2	3.00
Martyrs of Korlis Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6.	SC	U	•••	Margaret Organ-Keen	WW3	5.00
Reverse Polarity All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.	INS	C	•••	Justin Hampton	WW	1.00

LANDS

Mishra's Factory T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.	LAN	U	••••	Kaja & Phil Foglio		10.00
Mishra's Factory T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Summer picture.	LAN	U	••••	Kaja & Phil Foglio		11.00
Mishra's Workshop T: Add 3 to your mana pool. This mana may only be used to cast artifacts.	LAN	R	•••	Kaja Foglio		12.00
Strip Mine T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.	LAN	U	••••	Daniel Gelon		10.00
Strip Mine T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice. Picture with tower in the strip mine.	LAN	U	••••	Daniel Gelon		12.00
Urza's Mine T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.	LAN	C	••	Anson Maddocks		2.00
Urza's Power Plant T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.	LAN	C	••	Mark Tedin		2.00
Urza's Tower T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.	LAN	C	••	Mark Poole		2.50

Mana Matrix Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.	ART	R	••	Mark Tedin	6	11.00
Marble Priest All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls.	AC	U	•	Melissa Benson	5	4.00
Mirror Universe 1: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.	ART	R	••••	Phil Foglio	6	40.00
North Star 4, T: You may cast one spell this turn using mana of any color.	ART	R	•••	Kaja Foglio	4	10.50
Nova Pentacle 3, T: Redirect all damage done to you by one source to target creature of opponent's choice.	ART	R	•••	Richard Thomas	4	12.00



Rust is a little-used spell that can result in some big-time effects. The classic play is to thwart the explosion of a Nevinyrral's Disk, panicking the guy with the finger on the now-useless Panic Button. Rust's strength lies in surprise. At critical moments, prevent your opponent from using an Icy Manipulator, Celestial Prism, or Aladdin's Ring and watch the match turn in your favor!

Planar Gate Pay 2 colorless mana less when casting a summon spell.	ART	R	•••	Melissa Benson	6	12.00
Red Mana Battery 2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).	ART	U	•••	Mark Tedin	4	6.00
Relic Barrier T: Tap target artifact.	ART	U	••	Harold McNeill	2	4.50
Ring of Immortals 3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).	ART	R	•	Melissa Benson	5	10.00
Sentinel "=1" when cast. When blocking, you may make "equal 1 + the power of the creature blocking Sentinel. 1/*.	AC	R	•••	Randy Asplund-Faith	4	10.00
Serpent Generator 4, T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.	ART	R	••••	Mark Tedin	6	22.00
Sword of the Ages Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game.	ART	R	••••	Christopher Rush	6	20.00
Triassic Egg 3, T: Sacrifice Triassic Egg to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.	ART	R	•••	Dan Frazier	4	11.00
Voodoo Doll Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.	ART	R	••	Sandra Everingham	6	10.00
White Mana Battery 2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).	ART	U	•••	Anthony Waters	4	6.00

BLACK

Abomination Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.	SC	U	•••	Mark Tedin	BB3	5.00
Abyss, The Each player must bury a target non-artifact creature he or she controls during upkeep.	EW	R	•••	Pete Venters	B3	20.00
All Hollow's Eve Put 2 counters on All Hollow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.	EN	R	•••	Christopher Rush	BB2	25.50
Blight If target land is tapped, destroy it at end of turn.	EL	U	••	Pete Venters	BB	4.50
Carrier Ants 1: +1/+1 until end of turn. 0/1.	SC	R	••••	Richard Thomas	BB2	27.00
Chains of Mephistopheles Except for the first card drawn in draw phase, every player must discard a card in hand before draw.	EN	R	•	Heather Hudson	B1	10.50

LEGENDS

Booster Pack	\$30.00
Booster Box	\$1,200.00
Full Set (310)	\$1,100.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
ARTIFACTS						
Al-abara's Carpet 5, T: Prevent all damage done to you by attacking non-flying creatures.	ART	R	••••	Kaja Foglio	5	10.00
Alchor's Tomb 2, T: Change the color of target permanent you control.	ART	R	••••	Harold McNeill	4	12.00
Arena of the Ancients Tap all Legends when casting Arena. Legends do not untap normally during untap phase.	ART	R	•	Tom Wänerstrand	3	10.00
Black Mana Battery 2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).	ART	U	•••	Anson Maddocks	4	7.00
Blue Mana Battery 2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).	ART	U	•••	Amy Weber	4	6.00
Bronze Horse Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature.	AC	R	••	Mark Poole	7	10.00
Forethought Amulet Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.	ART	R	•••	Melissa Benson	5	12.00
Gauntlets of Chaos Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.	ART	R	••••	Dan Frazier	5	15.00
Green Mana Battery 2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).	ART	U	•••	Christopher Rush	4	6.00
Horn of Deafening 2, T: Target creature deals no damage in combat this turn.	ART	R	••••	Dan Frazier	4	12.00
Knowledge Vault 2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.	ART	U	•••	Amy Weber	4	10.00
Kry Shield 2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.	ART	U	••	Richard Thomas	2	3.00
Life Chisel During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.	ART	U	•••	Anthony Waters	4	4.00
Life Matrix 4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.	ART	R	••••	Amy Weber	4	12.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
ing. A player without cards in hand must place top card in library in graveyard instead of drawing.							Shimian Night Stalker	SC	U	●●●	Jesper Myrfors	BB3	5.50
Cosmic Horror	SC	R	●●●	Jesper Myrfors	BBB3	11.00	Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.						
First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.							Spirit Shackles	EC	C	●●	Edward Beard Jr.	BB	1.50
Cyclopean Mummy	SC	C	●	Edward Beard Jr.	B1	.50	Put a 0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackles is removed.						
Remove Mummy from game if it goes to graveyard. 2/1.							Syphon Soul	SOR	C	●●●	Melissa Benson	B2	1.00
Darkness	INS	C	●●●	Harold McNeill	B	1.00	Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.						
Creatures attack and block as normal but deal no damage.							Takklemaggot	EC	U	●●	Daniel Gelon	BB2	4.50
Demonic Torment	EC	U	●●●	Anson Maddocks	B2	4.50	Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Takklemaggot. If no new targets exist, Takklemaggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Takklemaggot enchanted.						
Target creature deals no damage during combat and may not attack.							Touch of Darkness	INS	U	●●●	Pete Venters	B	4.00
Evil Eye Orbs-By-Gore	SC	U	●●	Jesper Myrfors	B4	5.00	Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.						
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.							Transmutation	INS	C	●●●	Susan Van Camp	B1	1.00
Fallen Angel	SC	U	●●●●	Douglas Shuler	BB3	9.00	Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa.						
Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.							Underworld Dreams	EN	U	●●●●●	Julie Boroh	BBB	13.00
Ghosts of the Damned	SC	C	●	Edward Beard Jr.	BB1	.50	Do 1 damage to opponent for each card drawn.						
T: Make target creature -1/0 until end of turn 0/2.							Vampire Bats	SC	C	●●	Anson Maddocks	B	1.00
Giant Slug	SC	C	●●●	Anson Maddocks	B1	.50	Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.						
S: Give Slug landwalk ability of your choice on your next turn. 1/1.							Walking Dead	SC	C	●●●●	Dan Frazier	B1	1.00
Glyph of Doom	INS	C	●	Susan Van Camp	B	.50	B: Regenerates. 1/1.						
Creatures blocked by target wall are destroyed after combat.							Wall of Putrid Flesh	SC	U	●●	Richard Thomas	B2	4.00
Greed	EN	R	●●●	Phil Foglio	B3	10.50	Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.						
B: Draw an extra card and sacrifice 2 life.							Wall of Shadows	SC	C	●●●	Pete Venters	BB1	1.00
Headless Horseman	SC	C	●●	Quinton Hoover	B2	.50	Damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.						
2/2.							Wall of Tombstones	SC	U	●●	Dan Frazier	B1	4.00
Hell Swarm	INS	C	●	Christopher Rush	B	1.00	*=the number of creatures in your graveyard. 0/1+*.						
Make all creatures -1/0 until end of turn.							Wretched, The	SC	R	●●●	Christopher Rush	BB3	27.50
Hell's Caretaker	SC	R	●●●●●	Sandra Everingham	B3	22.50	After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.						
T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.													
Hellfire	SOR	R	●●●●	Pete Venters	BBB2	18.00							
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.													
Horror of Horrors	EN	U	●●●	Mark Tedin	BB3	5.00							
Sacrifice a swamp to regenerate a black creature.													
Imprison	EC	R	●●●●	Christopher Rush	B	9.00							
1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.													
Infernal Medusa	SC	U	●●●	Anson Maddocks	BB3	6.00							
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.													
Jovial Evil	SOR	R	●●	Christopher Rush	B2	12.50							
Do 2 damage to opponent for each white creature opponent controls.													
Lesser Werewolf	SC	U	●●●	Quinton Hoover	B3	5.50							
B: Give Werewolf -1/0 until end of turn. Put a 0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.													
Lost Soul	SC	C	●●	Randy Asplund-Faith	BB1	.50							
Swampwalk. 2/1.													
Mold Demon	SC	R	●	Jesper Myrfors	BB5	10.00							
Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.													



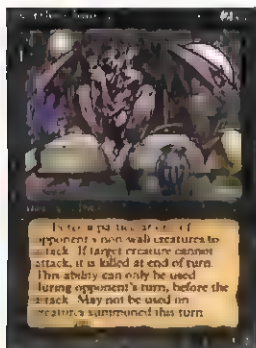
Although usually used as counter cheese (in a red/blue deck, counter a high-powered spell and retaliate the next turn with a super-strength Fireball). If you use a Mana Drain early on in the game, you may be better off. With only two blue mana, you can counter your opponent's spell and get out a huge creature like a Mahamoti Djinn or Air Elemental on your next turn.

Nether Void	EW	R	●●●	Harold McNeill	B3	13.00
Counter all spells unless their casters pay an extra 3.						
Pit Scorpion	SC	C	●●	Scott Kirschner	B2	1.00
If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.						
Quagmire	EN	U	●●	Dan Frazier	B2	3.50
Creatures with swampwalk may be blocked.						

Acid Rain	SOR	R	●●●	Né Né Thomas	U3	15.00
Destroy all forests in play.						
Anti-Magic Aura	EC	C	●●●●	Douglas Shuler	U2	3.00
Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.						
Azure Drake	SC	U	●●●	Dan Frazier	U3	4.50
Flying. 2/4.						
Backfire	EC	U	●●	Brian Snoddy	U	4.00
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.						
Boomerang	INS	C	●●●●	Brian Snoddy	UU	2.50
Return target permanent to owner's hand.						
Brine Hag	SC	U	●	Quinton Hoover	UU2	4.50
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.						
Devouring Deep	SC	C	●●	Liz Danforth	U2	1.00
Islandwalk. 1/2.						
Dream Coat	EC	U	●●●●	Anthony Weber	U	4.50
Change target creature's color to another color (play as an interrupt).						
Elder Spawn	SC	R	●	Jesper Myrfors	UUU4	9.00
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.						
Enchantment Alteration	INS	C	●●●●	Brian Snoddy	U	2.50
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.						
Energy Tap	SOR	C	●●	Daniel Gelon	U	1.00
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.						
Field of Dreams	EW	R	●●●	Kajia Foglio	U	11.00
The top card in every library plays face up.						
Flash Counter	INT	C	●●●	Harold McNeill	U1	1.00
Counter target interrupt or instant spell.						
Flash Flood	INS	C	●	Tom Wänerstrand	U	1.00
Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.						
Force Spike	INT	C	●●	Bryon Wackwitz	U	1.00
Counter target spell unless its caster spends 1 extra colorless mana.						
Gaseous Form	EC	C	●●	Phil Foglio	U2	1.00
Target creature deals no damage in combat.						
Glyph of Delusion	INS	C	●	Susan Van Camp	U	1.00
Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove 0 counter during creature controller's upkeep.						
In the Eye of Chaos	EW	R	●	Christopher Rush	U2	10.00
Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.						
Invoke Prejudice	EN	R	●●	Harold McNeill	UUUU	13.00
Counter an opponent's spell summoning a creature of a color different from one of the creatures						

●● Restricted/Banned	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
you control unless caster pays an extra X, where X is the cost of the spell being cast.						
Juxtapose	SOR	R	***	Justin Hampton	U3	10.50
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.						
Land Equilibrium	EN	R	***	Jesper Myrfors	UU2	11.50
If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.						
Mana Drain	INT	U	*****	Mark Tedin	UU	14.00
Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.						
Part Water	SOR	U	***	Né Né Thomas	UXX	4.00
Give X target creatures island walk until end of turn.						
Psionic Entity	SC	R	**	Justin Hampton	U4	9.50
T: Do 2 damage to any target and 3 damage to itself. 2/2.						
Psychic Purge	SOR	C	***	Susan Van Camp	U	8.50
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.						
Puppet Master	EC	U	***	Sandra Everingham	UUU	5.00
If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.						
• Recall	SOR	R	*****	Brian Snoddy	UXX	21.00
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.						
Relic Bind	EA	U	**	Christopher Rush	U2	5.00
When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.						
Remove Soul	INT	C	***	Brian Snoddy	U1	2.00
Counter target summon spell.						
Reset	INT	U	**	Nicola Leonard	UU	6.00
Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.						
Reverberation	INS	R	****	Justin Hampton	UU2	12.00
Redirect damage from a sorcery to its caster.						
Sea King's Blessing	INS	U	**	Randy Asplund-Faith	U	3.50
Change the color of any number of target creatures to blue until end of turn.						
Segovian Levitation	SC	U	***	Melissa Benson	U4	4.00
Islandwalk. 3/3.						
Silhouette	INS	U	*	Kaja Foglio	U4	3.50
Prevent all damage done until end of turn to target creature by spells or effects targeting it.						
Spectral Clock	EC	U	****	Rob Alexander	UU	8.50
Target creature may not be targeted by spells or fast effects unless it is tapped.						
Telekinesis	INS	R	*	Daniel Gelon	UU	8.00
Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.						
Teleport	INS	R	****	Douglas Shuler	UUU	10.00
Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.						



With Meekstone out, anything with a power greater than two will be trapped after it attacks—which your Imp can make it do. Even if you must sacrifice a small blocking creature, it'll be worth it—not only is Mr. Attacker frozen in a tapped position, it can be zapped with the Imp the following turn. Icy Manipulator and the Nettling Imp or the Icy/Royal Assassin combo are also deadly.

Time Elemental	SC	R	***	Amy Weber	U2	27.00
Pay UU2. T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.						
Undertow	EN	U	**	Randy Asplund-Faith	U2	3.50
Creatures with islandwalk may be blocked.						
Venarian Gold	EC	C	***	Daniel Gelon	UUU	1.00
Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.						
Wall of Vapor	SC	C	***	Richard Thomas	U3	1.00
Cannot be damaged by creatures it blocks. 0/1.						
Wall of Wonder	SC	U	**	Richard Thomas	UU2	4.50
UU2: Give Wall of Wonder +4/+4 and enable it to attack. 1/5.						

Zephyr Falcon	SC	C	**	Heather Hudson	U1	2.00
Flying. Does not tap to attack. 1/1.						
GREEN						
Aiding Leprechaun	SC	C	**	Quinton Hoover	G	1.00
All creatures blocking or blocked by Leprechaun become green. 1/1.						
Arborea	EW	U	***	Daniel Gelon	GG2	4.50
If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.						
Avoid Fate	INT	C	*	Phil Foglio	G	1.00
Counter target interrupt or enchantment targeting a permanent you control.						
Barbary Apes	SC	C	***	Bryan Wackwitz	G1	1.50
2/2.						
Cat Warriors	SC	C	****	Melissa Benson	GG1	1.00
Forestwalk. 2/2.						
Cocoon	EC	U	***	Mark Tedin	G	4.50
Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and Flying and Cocoon is destroyed.						
Concordant Crossroads	EW	R	***	Amy Weber	G	12.50
Creatures may attack or tap during the turn they are brought into play.						
Crow Giant	SC	U	****	Christopher Rush	GGGG3	12.00
Trample. Rampage: 2, 6/4.						
Deadfall	EN	U	**	Né Né Thomas	G2	3.50
Creatures with forestwalk may be blocked.						
Darkwood Boars	SC	C	***	Mike Kimble	G4	1.00
4/4.						
Elven Riders	SC	R	***	Melissa Benson	GG3	13.50
Cannot be blocked except by walls and flying creatures. 3/3.						
Emerald Dragonfly	SC	C	*	Quinton Hoover	G1	1.00
Flying. GG: First strike until end of turn. 1/1.						
Eureka	SOR	R	****	Kaja Foglio	GG2	20.00
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.						
Fire Sprites	SC	C	**	Julie Borah	G1	1.00
Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.						
Floral Spuzzem	SC	U	**	Rob Alexander	G3	5.00
If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.						
Giant Turtle	SC	C	*	Jeff A. Menges	GG1	1.00
Giant Turtle may not attack if it did so during your last turn. 2/4.						
Glyph of Reincarnation	INS	C	**	Susan Van Camp	G	1.00
Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.						
Hornet Cobra	SC	C	**	Sandra Everingham	GG1	1.00
First strike. 2/1.						
Ichneumon Druid	SC	U	*	Melissa Benson	GG1	4.50
Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.						
Killer Bees	SC	R	*****	Phil Foglio	GG1	26.50
Flying. G: Give Bees +1/+1 until end of turn. 0/1.						
Living Plane	EW	R	***	Bryan Wackwitz	GG2	13.50
Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.						
Master of the Hunt	SC	R	*****	Jeff A. Menges	GG2	22.50
GG2. Put a Wolves of the Hunt token, a 1/1 green creature that may bond with other Wolves of the Hunt, in play. 2/2.						
Moss Monster	SC	C	**	Jesper Myrfors	GG2	1.00
3/6.						
Pixie Queen	SC	R	***	Quinton Hoover	GG2	13.00
GGG, T: Give target creature flying until end of turn. 1/1.						
Pradesh Gypsies	SC	U	**	Quinton Hoover	G2	4.00
G1, T: Give target creature -2/-0 until end of turn. 1/1.						
Rabid Wombat	SC	U	***	Kaja Foglio	GG2	9.00
Gains +2/+2 for each enchantment cast on it. Rabid Wombat does not tap when attacking. 0/1.						
Radian Spirit	SC	U	****	Christopher Rush	G3	5.00
T: Target creature loses flying ability until turn ends. 3/2.						
• Rebirth	SOR	R	**	Mark Tedin	GGG3	9.50
Each player may be healed to 20 life. Any player so choosing antes an additional card from the top of his or her library. Remove if not playing for ante.						
Reincarnation	INS	U	***	Edward Beard Jr.	GG1	4.00
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.						
Revelation	EW	R	**	Kaja Foglio	G	10.00
Play with all cards in hand face up.						
Rust	INT	C	**	Liz Danforth	G	1.00
Counter target artifact effect that requires an activation cost.						
Shelkin Browie	SC	C	*	Douglas Shuler	G1	1.00
T: Remove the banding ability from target creature until end of turn. 1/1.						
Storm Seeker	INS	U	****	Mark Poole	G3	10.00
Do 1 point of damage to opponent for every card he or she has in hand.						
Subdue	INS	C	**	Brian Snoddy	G	1.50
Target creature deals no damage. It gains X toughness, where X equals its casting cost.						
Sylvan Library	EN	U	****	Harold McNeill	G1	9.50
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.						
Sylvan Paradise	INS	U	**	Randy Asplund-Faith	G	4.00
Change the color of one or more target creatures to green until end of turn.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Typhoon Do 1 damage to opponent for each island he or she controls.	SOR	R	••	Anson Maddocks	G2	9.50	Marhauit Elsdragon Rampage: 1. 4/6.	SC	U	••	Mark Poole	GRR3	4.50
Untamed Wilds Search your library for one basic land and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterward.	SOR	U	••	Né Né Thomas	G2	4.50	Nebuchadnezzar Pay X. T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.	SC	R	•••••	Richard Kane-Ferguson	BU3	18.00
Whirling Dervish Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.	SC	U	•••••	Susan Van Camp	G6	8.50							
Willow Satyr T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.	SC	R	••	Jeff A. Menges	G62	10.00							
Winter Blast Top X target creatures. Do 2 damage to each target creature with flying.	SOR	R	••••	Kaja Foglio	GX	11.00							
Wolverine Pack Rampage: 2. 2/4.	SC	C	••	Jeff A. Menges	G62	1.50							
Wood Elemental * = the number of untapped forests you sacrificed when casting Wood Elemental. */*.	SC	R	•	Brian Snoddy	G3	9.00							
MULTI-COLORED													
Aduin Oakenshield GRB, T: Take a creature from your graveyard into your hand. 1/2.	SC	R	••••	Jeff A. Menges	BGR	12.00							
Angus Mackenzie UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.	SC	R	•••	Bryan Wackwitz	UG	12.00							
Arcades Sabbath Flying. All creatures on Sabbath's side gain +2 defense when untapped. W: Give Sabbath +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabbath. 7/7.	SC	R	••••	Edward Beard Jr.	UEGW2	24.50							
Axelrod Gunnarson Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.	SC	R	•••	Scott Kirschner	BBRR	10.00							
Ayesha Tanaka T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.	SC	R	•••	Bryan Wackwitz	UUWW	9.50							
Barktooth Warbeard 6/5.	SC	U	••	Andi Rusu	BR4	4.00							
Bartel Runeaxe Cannot be target of enchant creature spells. Does not tap to attack. 6/5.	SC	R	•••	Andi Rusu	BGR3	11.00							
Boris Devilboon BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play.	SC	R	•••	Jesper Myrtois	BR3	12.00							
Chromium Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.	SC	R	•••	Edward Beard Jr.	BUUW2	23.00							
Dakkon Blackblade * equals the number of lands you control. */*.	SC	R	••••	Richard Kane-Ferguson	BUUW2	24.00							
Gabriel Angelfire During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.	SC	R	•••	Daniel Gelon	GGWW3	13.50							
Gasta Dirk First strike. Can block islandwalking creatures. 4/4.	SC	R	•••	Richard Thomas	UUWW3	9.00							
Gwendlyn Di Corei T: Target player randomly discards a card in hand (play only during your turn). 3/5.	SC	R	••••	Julie Baroh	BBUR	12.50							
Halfdane Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3 */*.	SC	R	••••	Melissa Benson	BUW1	10.50							
Hazezon Tamar On your first upkeep after Hazezon Tamar is put in play, put * Sand Worm tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Worms if Hazezon Tamar leaves play. 2/4.	SC	R	••••	Richard Kane-Ferguson	GRW4	11.00							
Hunding Gjornersen Rampage: 1. 5/4.	SC	U	••	Richard Thomas	UU13	4.00							
Jacques le Vert Make all your green creatures +0/+2. 3/2.	SC	R	••••	Andi Rusu	GRW1	10.00							
Jasmine Boreal 4/5.	SC	U	••	Richard Kane-Ferguson	GW3	5.00							
Jedit Ojanen 5/5.	SC	U	•••	Mark Poole	UWW4	5.00							
Jerrard of the Closed Fist 6/5.	SC	U	•••	Andi Rusu	GGR1	4.00							
Johan If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.	SC	R	••••	Mark Tedin	GRW3	15.00							
Kasimir... Lone Wolf 5/3.	SC	U	•	Richard Kane-Ferguson	UW4	4.00							
Kei Takahashi T: Prevent up to 2 damage to target creature. 2/2	SC	R	•••	Scott Kirschner	GW2	9.50							
Lady Caleria T: Do 3 damage to target attacking or blocking creature. 3/6.	SC	R	••••	Bryan Wackwitz	GGWW3	10.50							
Lady Evangela BW, T: Target creature deals no damage this turn during combat. 1/2.	SC	R	•••	Mark Poole	BUW	9.00							
Lady of the Mountain 5/5.	SC	U	••	Richard Kane-Ferguson	GR4	4.00							
Lady Orca 7/4.	SC	U	••	Sandra Everingham	BR5	4.50							
Livanya Silane First strike, legendary landwalk. 4/4.	SC	R	•••	Richard Kane-Ferguson	GRR2	10.00							
Lord Magnus First strike. Creatures with plainwalk or forestwalk may be blocked. 4/3	SC	U	•••	Mark Tedin	GW3	4.50							
							Nicol Bolas Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7.	SC	R	•••	Edward Beard Jr.	BBUR2	26.50
							Palladia-Mors Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.	SC	R	•••	Edward Beard Jr.	GGRAW2	24.00
							Pavel Maliki BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.	SC	U	•	Andi Rusu	BR4	4.50
							Princess Lukrezia T: Add U to your mana pool (play as an interrupt). 5/4.	SC	U	•	Sandra Everingham	BUU3	4.50
							Ragnar UGW, T: Regenerate target creature. 2/2.	SC	R	•••	Melissa Benson	BGW	9.50
							Ramirez DePietro First strike. 4/3	SC	U	•••	Phil Foglio	BBU3	4.00
							Ramses Overdark T: Destroy a target creature with an enchantment on it. 4/3.	SC	R	•••	Richard Kane-Ferguson	BBU2	13.50
							Rasputin Dreamweaver Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add U to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1.	SC	R	••	Andi Rusu	UW4	11.50
							Riven Turnbull T: Add 8 to your mana pool (play as an interrupt). 5/7.	SC	U	••	Richard Kane-Ferguson	BU5	5.00
							Rahgahh of Kher Keep All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rahgahh and all Kobolds are tapped and enter opponent's control. 5/5.	SC	R	•••	Edward Beard Jr.	BBRR2	11.00
							Rubinia Soulsinger T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3	SC	R	•••••	Rob Alexander	UGW2	14.00
							Sir Shandalar of Eberryn 4/7.	SC	U	••	Andi Rusu	GW4	4.00
							Sivriti Scarzam 6/4.	SC	U	••	Né Né Thomas	BU5	4.50
							Solkamar Swamp King Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.	SC	R	•••••	Richard Kane-Ferguson	BUR2	18.00
							Stangg Put Stangg Twin taken in play when casting Stangg. Stangg Twin token is a 3/4 green and red legend. Remove Stangg Twin token from game if Stangg leaves play. 3/4.	SC	R	••••	Mark Poole	GR4	11.50
							Sunastion Falconer T: Add 2 to your mana pool. 4/4.	SC	U	••	Christopher Rush	GR3	4.00
							Tetsuo Umezawa BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.	SC	R	•••••	Julie Baroh	BUR	14.00
							Tobias Andrian 4/4.	SC	U	••	Andi Rusu	UW3	4.50
							Tor Wauki T: Do 2 damage to attacking or blocking creature. 3/3	SC	U	•••	Randy Asphind-Faith	BBR2	5.00
							Torsten Von Ursus 5/5.	SC	U	••	Mark Poole	GGW3	5.00
							Tuknir Deathlock Flying, GR, T: Give target creature +2/+2 until end of turn. 2/2.	SC	R	••••	Liz Danforth	GGR	12.00
							Ur-Drago First strike. Creatures with swampwalk may be blocked. 4/4.	SC	R	•••	Christopher Rush	BBU3	11.00
							Vaevictis Asmadi Flying, B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaevictis Asmadi. 7/7.	SC	R	•••	Andi Rusu	BBRR3	23.00
							Xiro Arien Flying, GRB, T: Make target player draw a card. 1/2	SC	R	•••	Melissa Benson	BRG	11.50

Here's one of the more underrated spells, especially in a multicolor deck where it's hard to get more than one of each color mana early on. When you can stop a Time Walk flat with only three mana, that ain't half bad!



• • Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature	
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
RED						
Active Volcano	INS	C	•	Brian Snoddy	R	1.00
Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.						
Aerathi Berserker	SC	U	••	Melissa Benson	RRR2	5.00
Rampage: 3. 2/4.						
Backdraft	INS	U	•••	Brian Snoddy	R1	4.00
Do half the damage (round down) done by one sorcery to the sorcery's caster.						
Beasts of Bogardan	SC	U	•••	Daniel Gelon	R4	5.00
Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.						



One white mana does all this? Enchant one of your own creatures that you think will get through, thus gaining much-needed life, or nullify your opponent's main thug. You can get a quick five life by tossing Spirit Link on your own Juggernaut just before it attacks. If you want to be nasty, cast two on your opponent's Juggernaut, which must attack and give you five life every turn!

Blazing Effigy	SC	C	••	Susan Van Camp	R1	1.00
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. 0/3.						
Blood Lust	INS	U	••••	Anson Maddocks	R1	8.50
Make target creatures +4/-4 until end of turn. This makes toughness no lower than 1.						
Brute, The	EC	C	••	Mark Poole	R1	2.00
Target creature gains +1/+0. RRR: Regenerates.						
Caverns of Despair	EN	R	••	Harold McNeill	RR2	9.00
No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.						
Chain Lightning	SOR	C	••	Sandra Everingham	R	2.00
Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his or her choosing.						
Crevasse	EN	U	••	Rob Alexander	R2	3.50
Creatures with mountainwalk may be blocked.						
Crimson Kobolds	SC	C	•	Anson Maddocks	0	.50
Crimson Kobolds are red creatures. 0/1.						
Crimson Manicore	SC	R	•••	Daniel Gelon	RR2	8.50
Flying. R, T: Do 1 damage to target attacking or blocking creature. 2/2.						
Crookshank Kobolds	SC	C	•	Christopher Rush	0	.50
Crookshank Kobolds are red creatures. 0/1.						
Disharmony	INS	R	•••	Bryon Wackwitz	R2	10.00
Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.						
Dwarven Song	INS	U	••	Dan Frazier	R	4.00
Change the color of any number of target creatures to red until end of turn.						
Eternal Warrior	EC	U	••••	Anson Maddocks	R	5.00
Target creature does not tap to attack.						
Falling Star	SOR	R	•••	Douglas Shuler	R2	11.00
From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.						
Feint	INS	C	••	Brian Snoddy	R	2.00
Tap all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.						
Firestorm Phoenix	SC	R	••••	Jeff A. Menges	RR4	20.00
Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.						
Frost Giant	SC	U	•••	Daniel Gelon	RRR3	4.50
Rampage: 2. 4/4.						
Giant Strength	EC	C	••••	Justin Hampton	RR	2.00
Make target creature +2/+2.						
Glyph of Destruction	INS	C	••	Susan Van Camp	R	1.00
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.						
Gravity Sphere	EW	R	•••••	Brian Snoddy	R2	17.50
All creatures lose flying ability.						
Hyperion Blacksmith	SC	U	•••	Dan Frazier	RR1	4.00
T: Tap or untap target artifact opponent controls. 2/2.						
Immolation	EC	C	••••	Scott Kirschner	R	1.50
Make target creature +2/-2						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Kobold Drill Sergeant	SC	U	••	Julie Baroh	R1	7.00
Give all your Kobolds +0/+1 and trample. 1/2.						
Kobold Overlord	SC	R	••	Julie Baroh	R1	14.00
First strike. Give all your Kobolds first strike. 1/2.						
Kobold Taskmaster	SC	U	••	Randy Asplund-Faith	R1	7.00
Give all your Kobolds +1/+0.						
Kobolds of Kher Keep	SC	C	•	Julie Baroh	0	.50
0/1.						
Land's Edge	EW	R	••	Brian Snoddy	RR1	10.00
Any player may discard a card from hand at any time and do 2 damage to a player of his or her choice if the card discarded is a land.						
Mountain Yeti	SC	U	••••	Dan Frazier	RR2	4.50
Mountainwalk, protection from white. 3/3.						
Primordial Ooze	SC	U	••	Sandra Everingham	R	4.50
Must attack whenever possible. Add a +1/+1 counter as your upkeep ends. Then pay 1 per counter or Primordial Ooze deals 1 damage to you per counter and taps. 1/1.						
Pyrotechnics	SOR	C	••••	Anson Maddocks	R4	2.00
Do 4 damage divided any way among any number of targets.						
Quorum Trench Gnomes	SC	R	•••	Dan Frazier	R3	9.50
T: Target plains produce 1 instead of W until end of game. 1/1.						
Raging Bull	SC	C	••	Randy Asplund-Faith	R2	.50
2/2.						
Spinal Villain	SC	R	•••	Anson Maddocks	R2	16.00
T: Destroy target blue creature. 1/2.						
Storm World	EW	R	••	Christopher Rush	R	9.00
Do 1 damage to any player for each card below 4 in hand during upkeep.						
Tempest Effreet	SC	R	•	Né Né Thomas	RRR1	9.00
T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Effreet in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Effreet in caster's graveyard. 3/3.						
Wall of Dust	SC	U	••	Richard Thomas	R2	4.00
Creatures blocked by Wall may not attack during opponent's next turn. 1/4.						
Wall of Earth	SC	C	••••	Richard Thomas	R1	1.00
0/6.						
Wall of Heat	SC	C	•••	Richard Thomas	R2	1.00
2/6.						
Wall of Opposition	SC	R	•••	Harold McNeill	RR3	8.50
1: +1/+0 until end of turn. 0/6.						
Winds of Change	EW	U	•••	Justin Hampton	R	5.50
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						

WHITE

Akron Legionnaire	SC	R	•	Mark Poole	WW6	11.00
Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.						
Alabaster Polton	INS	C	••••	Harold McNeill	WWX	1.50
Give target player X life or prevent X damage to target creature or player.						
Amrou Kithkin	SC	C	••	Quinton Hoover	WW	1.00
Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.						
Angelic Voices	EN	R	•••	Julie Baroh	WW2	16.00
Give all your creatures +1/+1 if you control only white or artifact creatures.						
Cleanse	SOR	R	••••	Phil Foglio	WW2	16.00
Destroy all black creatures in play.						
Clergy of the Holy Nimbus	SC	C	••	Daniel Gelon	W	.50
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.						
D'Avenant Archer	SC	C	•••	Douglas Shuler	W2	2.00
T: Do 1 damage to attacking or blocking creature. 1/2.						
Divine Intervention	EN	R	•••	Amy Weber	WW6	11.50
Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.						
Divine Offering	INS	C	••••	Jeff A. Menges	W1	2.00
Destroy target artifact, gaining life equaling costing cost of artifact.						
Divine Transformation	EC	R	••••	Né Né Thomas	WW2	17.00
Give target creature +3/+3.						
Elder Land Wurm	SC	R	•••	Quinton Hoover	WWW4	14.50
Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.						
Enchanted Being	SC	C	•	Douglas Shuler	WW1	1.50
Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.						
Equinox	EL	C	••	Susan Van Camp	W	2.50
Tap target land to counter a spell that destroys your land (play as an interrupt).						
Fortified Area	EN	U	••	Randy Asplund-Faith	WW1	3.50
Give all your walls +1/+0 and banding.						
Glyph of Life	INS	C	•	Susan Van Camp	W	.50
Add to your life points damage done to target wall by attacking creatures.						
Great Defender	INS	U	••	Mark Poole	W	4.00
Give target creature +0/+X until end of turn, where X is the creature's casting cost.						
Great Wall	EN	U	•	Sandra Everingham	W2	3.50
Creatures with plainwalk may be blocked.						
Grazer Realm of Preservation	EH	U	••••	Né Né Thomas	W1	7.50
W1: Prevent all damage to you from a red or black source.						
Heaven's Gate	INS	U	••	Douglas Shuler	W	3.50
Change the color of one or more target creatures to white until end of turn.						
Holy Day	INS	C	•••	Justin Hampton	W	1.50
Creatures attack and block as normal but deal no damage.						
Indestructible Aura	INS	C	••	Mark Poole	W	1.00
Reduce to 0 all damage dealt to target creature until end of turn.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Infinite Authority After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.	EC	R	••	Douglas Shuler	WWW	11.50
Ivory Guardians Protection from red. Make all guardians +1/+1 if opponent controls red cards.	SC	U	•••	Melissa Benson	WW4	4.50
Keepers of the Faith 2/3.	SC	C	••	Daniel Gelon	WW1	1.00
Kismet All opponent's creatures, lands, and artifacts enter play tapped.	EN	U	••••	Kaio Foglio	W3	9.00
Land Tax If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.	EN	U	••••	Brian Snoddy	W	7.00
Lifeblood Take 1 life whenever opponent taps a mountain.	EN	R	••••	Mark Tedin	WW2	9.00
Hoot Non-flying creatures cannot attack.	EN	R	••••	Jeff A. Menges	WW2	25.00
Osai Vultures Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.	SC	C	•	Dan Frazier	W1	1.00
Petra Sphinx T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand; otherwise, it goes to the graveyard. 3/4.	SC	R	••	Sandra Everingham	WWW2	16.00
Presence of the Master Counter all new enchantments cast whenever Presence of the Master is in play.	EN	U	•••	Phil Foglio	W3	6.50
Rapid Fire Give target creature first strike and Rampage: 2 until end of turn. Play before defense is chosen.	INS	R	•	Justin Hampton	W3	9.00
Remove Enchantments Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.	INS	C	••	Brian Snoddy	W	1.50
Righteous Avengers Plainswalk. 3/1.	SC	U	•••	Heather Hudson	W4	4.50
Seeker Target creature may only be blocked by white or artifact creatures.	EC	U	•••	Mark Poole	WW2	5.50
Shield Wall Give all your creatures +0/+2 until end of turn.	INS	U	••	Douglas Shuler	W1	4.00
Spirit Link Take 1 life for every point of damage target creature does.	EC	U	•••••	Kaio Foglio	W	16.00
Spiritual Sanctuary Any player controlling plains takes 1 life during his or her upkeep.	EN	R	•••	Amy Weber	WW2	9.00
Thunder Spirit Flying, first strike. 2/2.	SC	R	••••	Randy Asplund-Faith	WW1	20.00
Tundra Wolves First strike. 1/1.	SC	C	••	Quinton Hoover	W	1.50
Visions Look at the top 5 cards of any library, then reshuffle it if you so choose.	SOR	U	••	Né Né Thomas	W	4.50
Wall of Caltrops If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains banding until end of turn. 2/1.	SC	C	••	Brian Snoddy	W1	1.00
Wall of Light Protection from black.	SC	U	•••	Richard Thomas	W2	4.00

LANDS

Adventurers' Guildhouse All your green legends may band with other legends.	LAN	U	•	Tom Wänerstrand	3.00
Cathedral of Serra All your white legends may band with other legends.	LAN	U	•	Mark Poole	2.50
• Hammerheim Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.	LAN	U	••••	Bryan Wackwitz	4.00
• Karakas Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.	LAN	U	••••	Nicola Leonard	4.00
Mountain Stronghold All your red legends may band with other legends.	LAN	U	•	Tom Wänerstrand	2.50
• Pendelhaven Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.	LAN	U	••••	Bryan Wackwitz	5.00
Seafarer's Quay All your blue legends may band with other legends.	LAN	U	•	Tom Wänerstrand	2.50
• Tabernacle of Pendal Vale Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.	LAN	R	•••	Nicola Leonard	15.00
• Talaria Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.	LAN	U	•••	Nicola Leonard	4.00
Unholy Citadel All your black legends may band with other legends.	LAN	U	•	Mark Poole	2.50
• Urborg Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.	LAN	U	•••	Bryan Wackwitz	4.00

THE DARK

Booster Pack	\$7.00
Booster Box	\$300.00
Full Set (119)	\$200.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Bar's Cage 3: Target creature does not untap as usual in its controller's next untap phase.	ART	R	••••	Tom Wänerstrand	4	5.00
Bone Flute T: Give all creatures -1/-0 until end of turn.	ART	U	••	Christopher Rush	2	1.50
Book of Rass 2: Sacrifice 2 life to draw 1 card.	ART	U	••	Sandra Everingham	6	1.50
Coal Golem 3: Sacrifice Golem to add RRR to your mana pool.	AC	U	•	Christopher Rush	5	2.50
Dark Sphere T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.	ART	U	••••	Mark Tedin	0	4.00
Diabolic Machine 3: Regenerates 4/4.	AC	U	••	Anson Maddocks	7	3.00
Felwar Stone T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).	ART	U	••••	Quinton Hoover	2	4.00
Fountain of Youth 2, T: Gain 1 life.	ART	U	••••	Daniel Gelon	0	4.50
Living Armor Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.	ART	U	•••	Anson Maddocks	4	3.50
Necropolis Counts as a wall. O: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1.	AC	U	••	Né Né Thomas	5	2.00
Reflecting Mirror X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.	ART	U	•••	Mark Poole	4	3.50
Runesword 3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.	ART	U	••	Christopher Rush	6	3.50
Scarabrow 6, T: Negate all damage done to you by flying creatures until end of turn. 2/2.	AC	U	•••	Anson Maddocks	5	4.50
Skull of Orm 5, T: Bring an enchantment card from your graveyard into your hand.	ART	U	•••	Tom Wänerstrand	3	4.00



How many times have you groaned when your opponent's Maze of Ith stops your attack cold? No Strip Mine handy? All right, try the great land nullifier, Blood Moon. All special lands are reduced to basic mountains—no more Maze, no more Library of Alexandria, no more Mishra's Factories—and the assault can begin anew. Blood Moon can also cripple dual-land-heavy tournament decks.

Standing Stones 1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.	ART	U	•	Sandra Everingham	3	2.00
Stone Calendar Your spells cost 1 less to cast; casting cost cannot go below 0.	ART	R	••	Amy Weber	5	5.50
Tormod's Crypt T: Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.	ART	U	••••	Christopher Rush	0	4.00
Tower of Coireall T: Make target creature unblockable by walls until end of turn.	ART	U	••	Dan Frazier	2	2.00

• • Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature	
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Wand of Ith 3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.	ART	U	****	Quinton Hoover	4	3.00
War Barge 3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.	ART	U	****	Tom Wänerstrand	4	3.50



Not many of those creatures out there that don't tap to attack, so he's a valuable one. A nice complement to Serras, Yotian Soldiers, and Zephyr Falcons for an untappable deck!

BLACK

Ashes to Ashes Remove two non-artifact creatures from the game and lose 5 life.	SOR	C	***	Drew Tucker	BB1	.50
Banshee X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.	SC	U	**	Jesper Myrftors	BB2	3.00
Bog Imp Flying. 1/1.	SC	C	**	Ron Spencer	B1	.50
Bog Rats Cannot be blocked by walls. 1/1.	SC	C	***	Ron Spencer	B	.50
Curse Artifact Controller of target artifact must bury target during upkeep or lose 2 life.	EA	U	*	Mark Tedin	BB2	2.50
Eater of the Dead Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.	SC	U	***	Jesper Myrftors	B4	5.00
Fallen, The During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.	SC	U	**	Jesper Myrftors	BBB1	3.50
Frankenstein's Monster Take X creatures from your graveyard and remove them from the game when casting Frankenstein's Monster or it is countered. For each creature removed from the game in this way, give Frankenstein's Monster a permanent +2/+0, +1/+1 or +0/+2. 0/1.	SC	R	**	Anson Maddocks	BBX	6.50
Grave Robbers B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.	SC	R	***	Quinton Hoover	BB1	5.50
Inquisition Examine target player's hand. Do 1 damage to for each white card in hand.	SOR	C	*	Anson Maddocks	B2	.50
Marsh Gas Make all creatures -2/-0 until end of turn.	INS	C	*	Douglas Shuler	B	.50
Mark Dwellers If Mark Dwellers attack and are not blocked, they gain +2/+0. 2/2.	SC	C	***	Drew Tucker	B3	.50
Nameless Race Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.	SC	R	***	Quinton Hoover	B3	6.50
Rag Man BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.	SC	R	***	Daniel Gelon	BB2	6.50
Season of the Witch At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.	EN	R	**	Jesper Myrftors	BBB	5.00
Uncle Istvan Creatures cannot damage Uncle Istvan. 1/3.	SC	U	***	Daniel Gelon	BBB1	4.00
Word of Binding Tap X creatures.	SOR	C	***	Ron Spencer	BBX	.50
Worms of the Earth No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.	EN	R	*	Anson Maddocks	BBB2	5.00

BLUE

Amnesia Examine target player's hand. Target discards all non-land cards in hand.	SOR	U	***	Mark Poole	UUU3	4.00
Apprentice Wizard U, T: Add 3 to your mana pool (play as an interrupt). 0/1.	SC	R	***	Dan Frazier	UU1	5.50
Dance of Many When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.	EN	R	***	Sandra Everingham	UU	7.00
Deep Water U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.	EN	C	**	Jeff A. Menges	UU	.50
Drowned B: Regenerates. 1/1.	SC	C	*	Quinton Hoover	U1	.50
Electric Eel RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.	SC	U	*	Anson Maddocks	U	2.00

Erosion Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.	EL	C	**	Pete Venters	UUU	.50
Flood UU: Tap target non-flying creature.	EN	U	***	Denise Detwiler	U	2.50
Ghost Ship Flying. UU: Regenerates. 2/4.	SC	C	****	Tom Wänerstrand	UU2	.50
Giant Shark When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.	SC	C	**	Tom Wänerstrand	U5	.50
Leviathan Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.	SC	R	***	Mark Tedin	UUUU5	8.50
Mana Vortex Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.	EN	R	**	Douglas Shuler	UU1	5.00
Merfolk Assassin T: Destroy target creature that has islandwalk. 1/2.	SC	U	***	Denise Detwiler	UU	5.00
Mind Bomb Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.	SOR	R	**	Mark Tedin	U	5.00
Psychic Allergy Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.	EN	R	****	Mark Tedin	UU3	5.00
Riptide Tap all blue creatures.	INS	C	**	Randy Asplund-Faith	U	.50
Sunken City All blue creatures gain +1/+1. Pay UU during upkeep or destroy Sunken City.	EN	C	***	Jesper Myrftors	UU	.50
Tangle Kelp Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast. 1/1.	EC	U	**	Rob Alexander	U	2.00
Water Wurm Water Wurm gains +0/+1 if opponent controls an island. 1/1.	SC	C	**	Ron Spencer	U	.50

GREEN

Carnivorous Plant 4/5.	SC	C	***	Quinton Hoover	G3	.50
Elves of Deep Shadow T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.	SC	U	***	Jesper Myrftors	G	3.00
Gaea's Touch You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).	EN	C	***	Mark Poole	GG	1.00
Hidden Path All green creatures gain forestwalk.	EN	R	****	Rob Alexander	GGG62	6.50
Land Leeches First strike. 2/2.	SC	C	**	Quinton Hoover	GG1	.50
Lurker Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.	SC	R	**	Anson Maddocks	G2	5.00
Marsh Viper Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.	SC	C	***	Ron Spencer	G3	.50
Niall Silvain GGGG, T: Regenerate target creature. 2/2.	SC	R	***	Christopher Rush	GGG	5.00
People of the Woods *number of forests controlled by controller of People of the Woods. 1/*.	SC	U	***	Drew Tucker	GG	4.00
Savven Elves GG, T: Destroy target enchant land. 1/1.	SC	C	**	Ron Spencer	G	.50
Scarwood Bandits Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.	SC	R	****	Mark Poole	GG2	5.50
Scarwood Hag GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.	SC	U	***	Anson Maddocks	G1	3.00
Scavenger Folk G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.	SC	C	***	Denise Detwiler	G	.50
Spitting Slug G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4.	SC	U	**	Anson Maddocks	GG1	2.00
Tracker GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/4.	SC	R	****	Jeff A. Menges	GG1	6.00
Venom All non-wall creatures blocking or blocked by target creature are destroyed after combat.	EC	C	***	Tom Wänerstrand	GG1	1.00
Whippoorwill GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-reducing spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.	SC	U	****	Douglas Shuler	G	3.00
Wormwood Treefolk GG: Give Wormwood Treefolk swampwalk until end of turn and lose 2 life. BB: Give Wormwood Treefolk forestwalk until end of turn and lose 2 life. 4/4.	SC	R	***	Jesper Myrftors	GG3	5.00

MULTI-COLORED

Dark Heart of the Wood Sacrifice a forest to gain 3 life.	EN	C	***	Christopher Rush	BG	.50
Marsh Goblins Swampwalk. 1/1.	SC	C	**	Quinton Hoover	BR	.50
Scarwood Goblins 2/2.	SC	C	**	Ron Spencer	GR	.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
RED						
Ball Lightning Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1.	SC	R	****	Quinton Hoover	RRR	9.50
Blood Moon Turn all non-basic lands into basic mountains while Blood Moon is in play.	EN	R	****	Tom Wänerstrand	R2	8.50
Brothers of Fire RR1: Do 1 damage to any target as well as 1 damage to you. 2/2.	SC	U	**	Mark Tedin	RR1	3.00
Cave People Cave People get +1/+2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4.	SC	U	***	Drew Tucker	RR1	3.00
Eternal Flame Damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up. 1/2.	SOR	R	**	Mark Poole	RR1	5.00
Fire Drake Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.	SC	U	**	Christopher Rush	RR1	2.50
Fissure Bury target land or creature.	INS	C	****	Douglas Shuler	RR3	.50
Goblin Caves If target land is a basic mountain, all Goblins gain +0/+2.	EL	C	***	Drew Tucker	RR1	.50
Goblin Digging Team T: Sacrifice Digging Team to destroy target wall. 1/1.	SC	C	**	Ron Spencer	R	.50
Goblin Hero 2/2.	SC	C	**	Mark Tedin	R2	.50
Goblin Rock Sled Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.	SC	C	**	Denise Detwiler	R1	.50
Goblin Shrine If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.	EL	C	***	Ron Spencer	RR1	.50
Goblin Wizard T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.	SC	U	***	Daniel Gelon	RR2	6.50
Goblins of the Flarg Mountainwalk. Bury Goblins of the Flarg if its controller controls any Dwarves. 1/1.	SC	C	***	Tom Wänerstrand	R	.50
Inferno Do 6 damage to all players and all creatures.	INS	R	****	Randy Asplund-Faith	RR5	5.50
Mana Clash Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.	SOR	R	*	Mark Tedin	R	4.50
Orc General T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.	SC	U	**	Jesper Myrfors	R2	3.50
Sisters of the Flame T: Add R to your mana pool (play as an interrupt). 2/2.	SC	U	***	Jesper Myrfors	RR1	3.00

WHITE						
Angry Mob Trample. During Angry Mob's controller's turn, * = total number of swamps all opponents control. Otherwise, * = 0. 2+*/2+.	SC	U	****	Drew Tucker	WW2	4.50
Blood of the Martyr Until end of turn, you may redirect damage done to your creatures to yourself instead.	INS	U	*	Christopher Rush	WWW	3.00
Brainwash Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.	EC	C	**	Pete Venters	W	.50



Sewers of Estark is a dual purpose card—it makes creatures unblockable or invulnerable for the turn. Try Sewers on a blocking Cockatrice or Thicket to put a hurtin' in your opponent's attacking horde.

Cleansing All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.	SOR	R	***	Pete Venters	WWW	5.50
Dust to Dust Remove any two target artifacts from the game.	SOR	C	***	Drew Tucker	WW1	.50
Exorcist W1, T: Destroy target black creature. 1/1.	SC	R	***	Drew Tucker	WW	7.00
Fasting Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeep.	EN	U	**	Douglas Shuler	W	2.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Festival Opponent may not declare an attack this turn. Play during opponent's upkeep.	INS	C	**	Mark Poole	W	.50
Fire and Brimstone Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.	INS	U	**	Jeff A. Menges	WW3	2.50
Holy Light Give all non-white creatures -1/-1 until end of turn.	INS	C	**	Drew Tucker	W2	.50
Knights of Thorn Protection from red, banding. 2/2.	SC	R	****	Christopher Rush	W3	6.00
Martyr's Cry Remove all white creatures from the game. Each player must draw a card for each white creature he or she controlled.	SOR	R	***	Jeff A. Menges	WW	5.00
Miracle Worker T: Destroy target enchantment on one of your creatures. 1/1.	SC	C	***	Ron Spencer	W	.50
Morale Give all attacking creatures +1/+1 until end of turn.	INS	C	**	Mark Poole	WW1	.50
Pikemen Banding, first strike. 1/1.	SC	C	***	Denise Detwiler	W1	1.00
Preacher T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.	SC	R	***	Quinton Hoover	WW1	9.50
Squire 1/2.	SC	C	*	Denise Detwiler	W1	.50
Tivadar's Crusade All Goblins are destroyed.	SOR	U	*	Denise Detwiler	WW1	2.00
Witch Hunter T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.	SC	R	****	Jesper Myrfors	WW2	8.00

LANDS

City of Shadows T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.	LAN	R	**	Tom Wänerstrand		4.00
Maze of Ith T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.	LAN	U	****	Anson Maddocks		5.50
Safe Haven 2, T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.	LAN	R	****	Christopher Rush		6.00
Sorrow's Path T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.	LAN	R	*	Randy Asplund-Faith		3.00

FALLEN EMPIRES

Booster Pack	\$1.50
Booster Box	\$70.00
Full Set (187)	\$60.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
AEARTH						
Aeolipile 1, T: Sacrifice Aeolipile to deal 2 damage to any target.	ART	R	***	Heather Hudson	1	2.00
Balm of Restoration 1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.	ART	R	**	Margaret Organ-Kean	Cost 2	2.00
Conch Horn 1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.	ART	R	***	Phil Foglio	2	1.50
Delif's Cone T: Sacrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.	ART	U	**	Mark Tedin	0	.50
Delif's Cube 2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate a target creature.	ART	R	****	Mark Tedin	0	1.50
Draconian Cylx 2, T: Randomly discard a card from your hand to regenerate target creature.	ART	R	**	Edward Beard Jr.	2	2.00
Elven Lyre 1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.	ART	R	**	Kaja Foglio	2	1.50
Implements of Sacrifice 1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.	ART	R	***	Margaret Organ-Kean	2	2.00
Ring of Renewal 5, T: Randomly discard a card from your hand to draw two cards.	ART	R	****	Douglas Shuler	5	2.50
Spirit Shield 2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.	ART	R	***	Scott Kirschner	3	2.50
Zelyon Sword 3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.	ART	R	***	Scott Kirschner	3	2.50

• • Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
BLACK						
Armor Thrull T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: Scott Kirschner, Jeff A. Menges, Ron Spencer, Pete Venters. 1/3.	SC	C	****	Multiple	B2	.50
Basal Thrull T: Sacrifice Basal Thrull to add BB to your mana pool. Artists: Kaja Foglio, Phil Foglio, Richard Kane-Ferguson. 1/2.	SC	C	•	Multiple	B	.50
Breeding Pit Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.	EN	U	****	Anson Maddocks	B3	2.00
Derelor Your black spells cost an additional B. 4/4.	SC	R	**	Anson Maddocks	B3	2.00
Ebon Praetor Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.	SC	R	***	Randy Asplund-Faith	B4	3.50
Hymn to Touroch Target player randomly discards two cards in hand. Artists: Liz Danforth, Quinton Hoover, Scott Kirschner, Susan Van Camp.	SOR	C	****	Multiple	BB	.50
Initiates of the Ebon Hand 1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: Liz Danforth, Kaja Foglio, Heather Hudson. 1/1.	SC	C	***	Multiple	B	.50
Mindstab Thrull If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: Heather Hudson, Richard Kane-Ferguson, Mark Tedin. 2/2.	SC	C	**	Multiple	BB1	.50
Necrite If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: Christopher Rush, Ron Spencer, Drew Tucker. 2/2.	SC	C	**	Multiple	BB1	.50
Order of the Ebon Hand Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: Melissa Benson, Christopher Rush, Ron Spencer. 2/1.	SC	C	****	Multiple	BB	.50
Soul Exchange Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.	SOR	U	****	Anthony Waters	BB	1.00
Thrull Champion All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.	SC	R	****	Daniel Gelon	B4	3.50
Thrull Retainer Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.	EC	U	****	Ron Spencer	B	1.00
Thrull Wizard B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt). 1/1.	SC	U	**	Anson Maddocks	B2	.50
Touroch's Chant Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.	EN	U	**	R. Kane-Ferguson	BB1	.50
Touroch's Gate You may only cast Touroch's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Touroch's Gate when there are no time counters on it. O: Tap the land Touroch's Gate enchants to give all your attacking creatures +2/-1 until end of turn.	EL	R	**	Sandra Everingham	BB1	3.50



Hey, cool—Dwarven Ruins is just like a Red Mana Battery, right? Problem is, you can't use all that red mana in an emergency. That's where Ley Druid comes in—he can untap the land and save your butt!

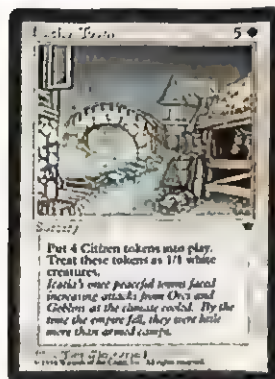
BLUE						
Deep Spawn Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Tap Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.	SC	U	***	Mark Tedin	UUU5	.50
High Tide All islands produce an additional U until end of turn. Artists: Anson Maddocks, Drew Tucker, Amy Weber.	INS	C	****	Multiple	U	.50
Homarid Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: Quinton Hoover, Heather Hudson, Mark Tedin, Bryan Wackwitz. 2/2.	SC	C	•	Multiple	U2	.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Homarid Shaman U: Tap target green creature. 2/1.	SC	R	***	Amy Weber	UU2	3.00
Homarid Spawning Bed UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.	EN	U	****	Douglas Shuler	UU	1.00
Homarid Warrior U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase. Artists: Randy Asplund-Faith, Daniel Gelon, Douglas Shuler. 3/3.	SC	C	•	Multiple	U4	.50
Merseine Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters. Artists: Heather Hudson, Margaret Organ-Kean, Drew Tucker, Pete Venters.	EC	C	***	Multiple	UU2	.50
River Merfolk U: Give River Merfolk mountainwalk until end of turn. 2/1.	SC	R	****	Douglas Shuler	UU	2.50
Seasinger T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1.	SC	U	***	Amy Weber	UU1	2.50
Sylvanite Priest UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.	SC	U	***	Ron Spencer	U1	.50
Tidal Flats UU. All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creature to prevent Tidal Flats from imparting first strike to that creature's blocker. Artists: Rob Alexander (two variants), Sandra Everingham.	EN	C	**	Multiple	U	.50
Tidal Influence Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influence, all blue creatures get -2/-0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence.	EN	U	**	Tom Wänersstrand	U2	.50
Vodalian Knights First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. 2/2.	SC	R	****	Susan Van Camp	UU1	4.00
Vodalian Mage U, T: Counter a target spell unless caster pays an additional 1. 1/1.	SC	C	***	Susan Van Camp	U2	.50
Vodalian Soldiers Artists: Melissa Benson, Richard Kane-Ferguson, Jeff A. Menges, Susan Van Camp. 1/2.	SC	C	•	Melissa Benson	U1	.50
Vodalian War Machine Tap Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.	SC	R	***	Amy Weber	UU1	2.50

GREEN

Elven Fortress G1: Give target blocker +0/+1 until end of turn. Artists: Rob Alexander, Mark Poole, Pete Venters, Tom Wänersstrand.	EN	C	***	Multiple	G	.50
Elvish Farmer Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.	SC	R	***	R. Kane-Ferguson	G1	3.00
Elvish Hunter G1, T: Target creature does not untap normally during controller's untap phase. Artists: Anson Maddocks, Mark Poole, Susan Van Camp. 1/1.	SC	C	****	Multiple	G1	.50
Elvish Scout G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: Mark Poole, Christopher Rush, Pete Venters. 1/1.	SC	C	***	Rob Alexander	G	.50
Feral Thallid Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.	SC	U	**	Rob Alexander	GGG3	2.00
Fungal Bloom GG: Put a spore counter on target Fungus.	EN	R	****	Daniel Gelon	GG	4.00
Night Sail 1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, into play. Artists: Sandra Everingham, Heather Hudson, Drew Tucker.	EN	C	***	Multiple	GG	.50
Spore Cloud Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: Jesper Myrfois, Susan Van Camp, Amy Weber.	INS	C	****	Multiple	GG1	.50
Spore Flower Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1.	SC	U	***	Margaret Organ-Kean	GG	.50
Thallid Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: Edward Beard Jr., Daniel Gelon, Jesper Myrfois, Ron Spencer. 1/1.	SC	C	***	Multiple	G	.50
Thallid Devourer Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.	SC	U	**	Ron Spencer	GG1	1.00
Thelon's Chant Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.	EN	U	***	Melissa Benson	GG1	2.00
Thelon's Curse Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.	EN	R	***	Pete Venters	GG	2.50
Thelonite Druid G1, T: Sacrifice a creature to turn your forests into 2/3 creatures until end of turn. 1/1.	SC	U	****	Margaret Organ-Kean	G2	1.00
Thelonite Monk T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.	SC	R	****	Bryan Wackwitz	GG2	3.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Thorn Thallid During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: Daniel Gelon, Heather Hudson, Jasper Myrtaas, Mark Tadin. 2/2.	SC	C	***	Multiple	GG1	.50
RED						
Brassclaw Orcs Cannot be assigned to block creatures of power greater than 1. Artists: Rob Alexander, Dan Frazier, Heather Hudson. 3/2.	SC	C	*	Multiple	R2	.50
Dwarven Armorer R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature 0/2.	SC	R	****	Bryon Wackwitz	R	3.00
Dwarven Catapult Does X damage, divided evenly among all of your opponent's creatures (round down).	INS	U	***	Jeff A. Menges	RX	1.00
Dwarven Lieutenant R1: Give target Dwarf +1/+0 until end of turn. 1/2.	SC	U	*	Jeff A. Menges	RR	.50



All white creatures gain +1/+1.

Icatian Town is a bit costly, but when you can plop down four 1/1 guys and suddenly crank them up to 2/2s or more, it's certainly worth it. The townspeople are also great as defensive sacrifices.

Dwarven Soldier If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. 2/1.	SC	C	**	Douglas Shuler	R1	.50
Goblin Chirurgeon Sacrifice a Goblin to regenerate a creature. Artists: Phil Foglio, Dan Frazier, Daniel Gelon. 0/2.	SC	C	***	Multiple	R	.50
Goblin Flotilla Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.	SC	R	***	Tom Wänerstrand	R2	2.50
Goblin Grenade Sacrifice a Goblin to deal 5 damage to a target. Artists: Dan Frazier, Christopher Rush, Ron Spencer.	SOR	C	***	Multiple	R	.50
Goblin Kites R, Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.	EN	U	**	Anson Maddocks	R1	.50
Goblin War Drums Each attacking creature you control may not be blocked with fewer than two creatures. Artists: Dan Frazier, Heather Hudson, Richard Kane-Ferguson, Jeff A. Menges.	EN	C	*****	Multiple	R2	.50
Goblin Warriors R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.	EN	R	***	Dan Frazier	R2	2.50
Orkish Captain 1. Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets 0/2 until end of turn. 1/1.	SC	U	*	Mark Tadin	R	.50
Orkish Spy T: Look at the top 3 cards in target player's library. Return them in order. Artists: Daniel Gelon, Susan Van Camp, Pete Venters. 1/1.	SC	C	***	Multiple	R1	.50
Orkish Veteran Cannot be assigned to block white creatures of power greater than 1. R: Give Orkish Veteran first strike until end of turn. Artists: Melissa Benson, Dan Frazier, Quinton Hoover, Douglas Shuler. 2/2.	SC	C	**	Multiple	R2	.50
Orgg Trample. Orgg can not attack if opponent controls an untapped creature with power greater than 2. Orgg cannot block creature of power greater than 2. 6/6.	SC	R	***	Daniel Gelon	RR3	2.50
Raiding Party Raiding Party may not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.	EN	U	***	Quinton Hoover	R2	.50

WHITE

Combat Medic W1: Prevent 1 damage to a player or creature. Artists: Edward Beard Jr., Liz Danforth, Anson Maddocks, Susan Van Camp. 0/2.	SC	C	****	Multiple	W2	.50
Farrel's Mantle If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.	EC	U	***	Anthony Waters	W2	.50
Farrel's Zealot If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: Edward Beard Jr., Melissa Benson, Richard Kane-Ferguson. 2/2.	SC	C	**	Multiple	WW1	.50
Farrelite Priest	SC	U	***	Phil Foglio	W2	.50

1: Add W to your mana pool (play as an interrupt) Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3.						
Hand of Justice T: Top 3 target white creatures you control to destroy any target creature 2/6.	SC	R	*****	Melissa Benson	W5	5.00
Heroism Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.	EN	U	**	Mark Poole	W2	.50
Icatian Infantry 1: Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: Edward Beard Jr., Christopher Rush, Douglas Shuler, Drew Tucker. 1/1.	SC	C	**	Multiple	W	.50
Icatian Javelineers When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: Edward Beard Jr., Melissa Benson, Scott Kirschner. 1/1.	SC	C	*	Multiple	W	.50
Icatian Lieutenant W1: Give target Soldier +1/+0 until end of turn. 1/2.	SC	R	*	Pete Venters	WW	2.00
Icatian Moneychanger Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: Edward Beard Jr., Melissa Benson, Drew Tucker. 0/2.	SC	C	***	Multiple	W	.50
Icatian Phalanx Bands. 2/4.	SC	U	***	Kaio Foglio	W4	1.00
Icatian Priest WW1: Make target creature +1/+1 until end of turn. 1/1.	SC	U	***	Drew Tucker	W	.50
Icatian Scout 1, T: Give target creature first strike until end of turn. Artists: Rob Alexander, Phil Foglio, Richard Kane-Ferguson, Douglas Shuler. 1/1.	SC	C	****	Multiple	W	.50
Icatian Skirmishers Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.	SC	R	***	Heather Hudson	W3	3.50
Icatian Town Put 4 Citizen tokens, which are 1/1 white creatures, in play.	SOR	R	*****	Tom Wänerstrand	W5	4.00
Order of Leibur Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: Randy Asplund-Faith, Bryon Wackwitz (two versions). 2/1.	SC	C	*****	Multiple	WW	.50

LANDS

Bottomless Vault Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.	LAN	R	***	Pat Morrissey		3.00
Dwarven Hold Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.	LAN	R	***	Pat Morrissey		3.00
Dwarven Ruins Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.	LAN	U	*	Mark Poole		1.00
Ebon Stronghold Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.	LAN	U	*	Mark Poole		1.00
Havenwood Battleground Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.	LAN	U	*	Mark Poole		1.00
Hollow Trees Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.	LAN	R	***	Pat Morrissey		3.00
Icatian Store Comes into play tapped. You may leave Icatian Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.	LAN	R	***	Pat Morrissey		2.50
Rainbow Vale T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.	LAN	R	***	Kaio Foglio		3.00
Ruins of Trokair Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.	LAN	U	*	Mark Poole		1.00
Sand Silos Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.	LAN	R	***	Pat Morrissey		2.50
Sryelunite Temple Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Sryelunite Temple to add UU to your mana pool.	LAN	U	*	Mark Poole		1.00

MISCELLANEOUS

Arena 3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.	LAN	R	****	Rob Alexander		6.00
Giant Badger Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.	SC	R	****	Liz Danforth	GG1	6.00
Nalathni Dragon Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1.	SC	R	***	Michael Whelan	RR2	5.00
Sewers of Estark If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.	INS	R	***	Melissa Benson	BB2	7.50
Windseeker Centaur Does not tap to attack. 2/2.	SC	R	***	Anson Maddocks	RR1	6.00

• • Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature	
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

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Medical Recorder	EQ	C	.50	Q2	INT	U	3.00	Investigate Disappearance	MI	R	5.00
Mercenary Ship	SH	C	.50	Raise the Stakes	EV	U	1.50	Investigate Disturbance	MI	R	5.00
Nanik	PE	C	.50	Red Alert!	EV	C	1.00	Investigate Massacre	MI	R	3.50
Oceit	PE	U	2.00	RES-Q	EV	C	1.00	Investigate Raid	MI	R	4.00
Roga Donar	PE	R	10.00	Rogue Borg Mercenaries	INT	C	.50	Investigate Rogue Comet	MI	R	4.00
Tricorder	EQ	C	.50	Scan	INT	C	.50	Investigate "Shattered Space"	MI	R	3.50
Vekor	PE	C	.50	Ship Seizure	INT	C	.50	Investigate Sighting	MI	R	3.50
Yridian Shuttle	SH	C	.50	Spacedock	EV	C	.50	Investigate Time Continuum	MI	R	4.00
Zibolam Transport	SH	C	.50	Static Warp Bubble	EV	C	.50	Kh'tomer Research	MI	R	4.00

EVENTS AND INTERRUPTS

Name	Type	Rarity	Price
Alien Groupie	INT	R	5.50
Alien Probe	EV	U	1.50
Amanda Rogers	INT	U	2.00
Anti-Time Anomaly	EV	R	6.00
Asteroid Sanctuary	INT	C	.50
Atmospheric Ionization	EV	C	.50
Auto-Destruct Sequence	INT	U	1.50
Byrnas Weapon Enhancement	EV	R	6.00
Crisis	INT	R	9.00
Devil, The	INT	R	6.00
Disruptor Overload	INT	C	1.00
Distortion Field	EV	U	1.50
Distortion of... Continuum	INT	U	2.50
Emergency Transporter Ambands	INT	C	1.00
Energy Vortex	INT	U	1.00



Escape Pod	INT	C	1.00
Espionage: Federation/Klingon	EV	C	.50
Espionage: Klingon/Federation	EV	C	.50
Espionage: Romulan/Federation	EV	C	.50
Espionage: Romulan on Klingon	EV	C	.50
Full Planet Scan	INT	U	1.00
Gaps in Normal Space	EV	U	1.50
Genetronic Replicator	EV	U	1.00
Goddess of Empathy	EV	R	5.00
Holo-Projectors	EV	U	1.50
Honor Challenge	INT	R	4.50
Hugh	INT	R	7.50
Incoming Message—Federation	INT	U	1.50
Incoming Message—Klingon	INT	U	1.50
Incoming Message—Romulan	INT	U	1.50
Jaglan Shrek—Information Broker	INT	R	5.00
Juggler, The	INT	U	1.00
Kevin Uxbridge	INT	U	2.00
Kivas Fajo—Collector	EV	U	1.50
Klingon Death Yell	INT	R	5.00
Klingon Right of Vengeance	INT	C	.50
Life-Form Scan	INT	U	1.50
Long-Range Scan	INT	C	1.00
Lore Returns	EV	R	7.00
Lore's Fingernail	EV	R	6.00
Loss of Orbital Stability	INT	C	.50
Masaka Transformations	EV	U	1.50
Metaphasic Shields	EV	U	1.50
Near Warp Transport	INT	U	1.00
Neural Servo Device	EV	U	1.50
Nutritional Shields	EV	U	1.50

ARTIFACTS, DILEMMAS, AND MISSIONS

Name	Type	Rarity	Price
Alien Abduction	DI	U	1.00
Alien Parasites	DI	U	1.00
Anaphasic Organism	DI	C	.50
Ancient Computer	DI	R	5.00
Archer	DI	C	.50
Armus—Skin of Evil	DI	R	8.00
Avert Disaster	MI	R	5.00
Barclay's Protoplasmic Disease	DI	R	7.00
Betazoid Gift Box	AR	R	10.00
Birth of "Junior"	DI	U	1.50
Borg Ship	DI	R	12.00
Chalnoth	DI	U	2.00
Cloaked Mission	MI	U	1.00
Cosmic String Fragment	DI	U	1.50
Covert Installation	MI	C	1.00
Covert Rescue	MI	U	1.00
Crystalline Entity	DI	R	6.00
Cultural Observation	MI	R	4.50
Cytherians	DI	R	5.00
Diplomacy Mission	MI	U	1.00
El-Adrel Creature	DI	U	1.50
Evacuation	MI	U	1.00
Evaluate Terraforming	MI	R	4.50
Excavation	MI	C	.50
Explore Black Cluster	MI	R	4.00
Explore Dyson Sphere	MI	R	3.50
Explore Typhonia Expanse	MI	R	5.00
Expose Covert Supply	MI	U	1.00
Extraction	MI	R	5.00
Female's Love Interest	DI	C	1.00
Fever Emergency	MI	C	.50
Firestorm	DI	U	2.00
First Contact	MI	U	1.50
Gravitic Mine	DI	U	1.50
Hologram Ruse	DI	U	1.00
Horga'lin	AR	R	10.00
Hunt for DNA Program	MI	R	4.00
Hyper-Aging	DI	U	2.00
Iconia Investigation	MI	R	4.50

Iconian Computer Weapon	DI	C	1.00
Impassable Door	DI	C	1.00
Interphase Generator	AR	R	7.00
Investigate Alien Probe	MI	R	5.50
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Investigate Disappearance	MI	R	5.00
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Matriarchal Society	DI	U	1.00
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Name	Rarity	Name	Rarity	Name	Rarity	Name	Rarity
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ILLUMINATI

Name	Rarity
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Bavarian Illuminati	C
Bermuda Triangle	C
Discordian Society	C
Gnomes of Zurich	C
Network, The	C
Servants of Cihuiti	C
Shangri-La	C
UFOs	C

Groups

Personalities

Name	Rarity
Al Gore	C
Bill Clinton	C
Bjorn	C
Count Dracula	R
Don Quayle	C
Elvis	R
Fidel Castro	U
George Bush	C
Gorda Remora	C
Hillary Clinton	C
Imelda Marcos	C
Jimmy Hoffa	R
Manuel Noriega	U
Margaret Thatcher	U
Media Sensation	C
Nancy Reagan	C
Ollie North	U
Prince Charles	U
Princess Di	U
Ronald Reagan	C
Ross Perot	C
Saddam Hussein	C

Places

Name	Rarity
Brazil	C
California	C
Canada	R

Center for Disease Control

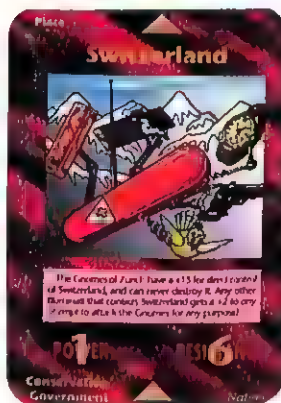
China	U
Dinosaur Park	U
England	C
Finland	R
France	C
Germany	C
Hawaii	C
Hollywood	U
Israel	R
Italy	R
Japan	C
Las Vegas	C
Moonbase	C
New York	U
Orbit One	U
Pentagon	C
Russia	C
Silicon Valley	U
Stonehenge	C
Switzerland	C
Texas	R
Vatican City	C

Others

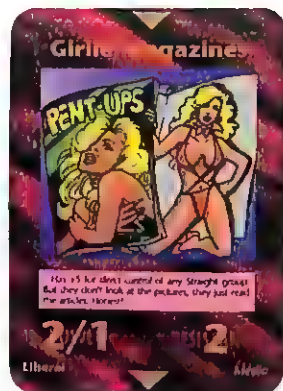
Name	Rarity
AMA	C
American Auto-duel Association	C
Anti-Nuclear Activists	C
Antiwar Activists	R
Bank of England	U
BATF	C
Big Media	C
Black Activists	C
Boy Sprouts	C
Cable TV	C
Cattle Mutilators	R
CFLAIO	U
Church of Elvis	R
CIA	C
Clone Arrangers	U
Comic Books	U
Congressional Wives	C
Conspiracy Theorists	C
Cycle Gangs	U
Democrats	C
Dentists	U
Deprogrammers	C
Druids	C
Eco-Guerillas	C



EFF	R
Elders of Zion	R
Empty Vee	C
Evil Geniuses for a Better Tomorrow	R
Fast Food Chairs	C
FI	C
Federal Reserve	U
Feminists	C
Fiendish Fluoridators	C
Flat Earthers	C
Fraud Motor Company	C
Fraternal Orders	C
Fred Birch Society	R
Gay Activists	U
Girlie Magazines	C
Goldfish Fanciers	R
Gun Lobby	C
Hackers	U
Intellectuals	C
International Cocaine Smugglers	C
International Communist Conspiracy	R
International Weather Organization	U
IRS	U
Jugglers	C
Junk Mail	C
KKK	U
Lawyers	C
L-4 Society	U



Libertarians	R
Liquor Companies	R
Loan Sharks	C
Local Police Departments	U
Madison Avenue	C
Mafia, The	R
Men in Black, The	R
MH-5	U
Moonies	C
Moral Minority	C
Massad	R
Multinational Oil Companies	U
NASA	U
NATO	R
Nephews of God	C
Ninjas	C
NSA	R
Nuclear Power Companies	C
Offshore Banks	U
OPEC	C
Paranoids	C
Phone Company	U
Phone Phreaks	C
Pollsters	R
Post Office	C
Professional Sports	U
Psychiatrists	U
Punk Rockers	C
Recording Industry	C
Red Cross	R
Reformed Church of Satan	U
Religious Reich	C



Republicans	U
Rikinites	R
Robot Sea Monsters	U
Rosicrucians	C
Saturday Morning Cartoons	U
Savings and Loan	R
Science Fiction Fans	C
Secret Service	R
Secular Humanists	U
Semiconscious Liberation Army	C
SMOF	R
Society for Creative Anarchism	C
South American Nazis	R
Subliminals	R
Supreme Court	R
Survivalists	U
Tabloids	C
Telephone Psychics	C
Templers	C
Tobacco Companies	C
Trekkies	C
Tribeal Commission	R
TV Preachers	R
Underground Newspapers	C
United Nations	C
Urban Gangs	C
Vampires	C
Video Games	C
Voudounists	U
Wall Street	C
Wargamers	C
WITCH	C

Plots

New World Orders

Name	Rarity
Bigger Business	U
Chicken in Every Pot, A	C
Don't Forget to Smash the State	C
Energy Crisis	R
Fear and Loathing	U
Gun Control	U
Law and Order	U
Military-Industrial Complex	C
Peace in Our Time	C
Political Correctness	U
Solidarity	C
Tax Reform	R
Thousand Points of Light, A	U
World Hunger	C
World War Three	R

Goals

Name	Rarity
Corporate Masters, The	C
Criminal Overlords	U
Fratricide	C
Hail Eris!	C
Hand of Madness, The	U
Kill for Peace	R
Let Them Eat Cake	U

INQUEST CHECKLIST

Blood Wars



334 cards
Starter Deck: \$9.95
(dual pack)
Booster Pack: \$2.50

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337 cards
Starter Deck: \$7.95
Booster Pack: \$2.45

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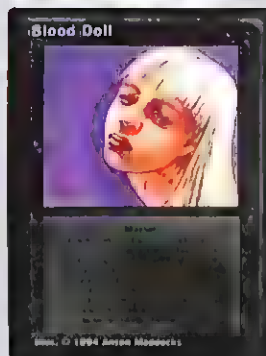
Dixie



200 cards
Starter Deck: \$9.00
Booster Pack: Not sold
in packs

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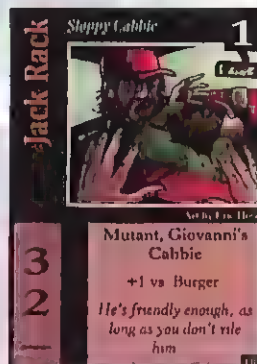
Jyhad



438 cards
Starter Deck: \$8.95
Booster Pack: \$2.50

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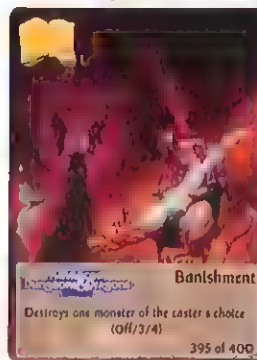
On the Edge



269 cards
Starter Deck: \$7.95
Booster Pack: \$1.95

Cut Ups expansion
Booster Pack: \$1.95

Spellfire



695 cards
Starter Deck: \$8.95
Booster Pack: \$2.50

F. Realms expansion
Booster Pack: \$2.50

Dragonlance expansion
Booster Pack: \$2.50

Ravenloft expansion
Booster Pack: \$2.50

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(Disclaimer: For those of you paying attention, the design train wrecked here... Look forward to some improvements next issue.)

Galactic Empires



337 cards
 Starter Deck: \$7.95
 Booster Pack: \$2.45

New Empires expansion
 Booster Pack: \$1.95

We'd like to take the time to thank several of the retailers who helped make this price guide the best it can be:

Broadway Comics

Daniel Torony
 P.O. Box 904
 Valrico, FL 33594
 (813) 661-6445

B & R Baseball Cards

Bob Silverman
 51 Lafayette Ave.
 Suffern, NY 10901
 (914) 357-7996

Charity Fellowship Gaming Hotline

Reverend David Moore
 58 Youngs Road
 Williamsville, NY 14221
 (716) 632-8833

GameMaster Ltd.

Cathy McCauley
 26-13 Broadway
 Route 4 West
 Fairlawn, NJ 07410
 (201) 796-7377
 Fax: (201) 796-8535

Wizard World

Rockland Center
 51 E. Route 59
 Nanuet, NY 10954
 (914) 624-2224

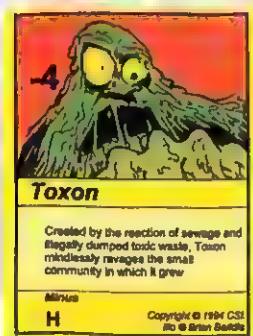
And hey, tune in next issue when we crank up the price guide coverage!

Star of the Guardians



325 cards
 Starter Deck: \$8.95
 Booster Pack: \$2.95

Super Deck!



160 cards
 Starter Deck: \$7.95
 Booster Pack: \$1.95

Wyvern



136 cards
 Starter Deck: \$7.95
 Booster Pack: \$2.50

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Where's Waldo's Wallet?

You may know our next writer from his game reviews in *Dragon Magazine* or his various game products. Or maybe you don't know him at all. In any case, we liked his writing so much we gave him a column. Ladies and gentlemen, Rick Swan!

By Rick Swan

It had been three weeks since I'd seen Waldo when I ran into him outside of Pizza Whiz. He was lugging a big cardboard box, a joystick poking over the top.

"Isn't that your video game stuff?" I asked.

He stopped, set the box on the sidewalk, and let out a long sigh. "Yeah. I'm giving it to my cousin."

"How come?"

"It was breaking me, man. First, I spend a hundred bucks on a 16-bit system. Then they expect me to shell out another hundred and fifty for a CD-ROM. I ain't made out of money."

"So maybe now you're ready to try roleplaying?" I'd been bugging him for a year to join our group.

Waldo rubbed his chin. "Yeah, maybe. When's the next session?"

"First of the month. My place. What do you say?"

He shrugged. "See you there."

Waldo showed up right on schedule, dragging two Army surplus duffel bags behind him. As he settled into a chair, I introduced him to the regulars, Ozzie and Ed, who eyed the bags with great interest.

Waldo opened one and fished around inside. "*Advanced Dungeons & Dragons*, anyone?" He pulled out a *Player's Handbook* (TSR Inc., \$20), a *Dungeon Master's Guide* (TSR, \$20), and a *Monstrous Manual* (TSR, \$25), the latter neatly bound in a *Dragonskin Book Cover* (Chessex, \$4).

"Sorry," I said. "We're playing *Earthdawn* tonight."

"No problem." Waldo opened the other bag. "Hardcover (FASA Corporation, \$30) or softcover (FASA, \$20)?"

"Either is fine." I began to pass out dice. Waldo waved them away.

"Brought my own," he said. A set of *Speckled Air Elemental Polyhedrals* (Chessex, \$5.50) and a pair of *Translucent Topaz Yellow 100-siders* (Gamescience, \$10 each) spilled from a *Vampire: The Masquerade Red Ankh Dice Bag* (Shield Games, \$4).

Everyone produced miniature

figures to represent their characters. Ozzie, a connoisseur of miniatures, inspected Waldo's figure.

"Nice paint job. Do it yourself?"

"Yep," said Waldo proudly. "I used *Bulwugs Belly Green* (Ral Partha, \$1.75) for the eyes and *Bestial Brown* (Citadel, \$2) for the drool."

Ozzie nodded his approval. "You ought to try a little *Mind Flayer Mauve* (Ral Partha, \$1.75). It really brings out the bruises."

I got up to go to the kitchen. "Anybody want some Pepsi?"

Waldo held out his *Gen Con Game Fair Ceramic Coffee Mug* (TSR, \$7). "Fill 'er up!"

The game progressed smoothly. Waldo let us borrow his *Sprawl Maps* (FASA, \$15) to lay out the city and his *Car Wars Lapel Pins* (Steve Jackson Games, \$4.50 each) to mark the trap doors. Unfortunately, Waldo had to go home early because he spilled Pepsi on his *Wraith: The Oblivion T-shirt* (White Wolf, \$15).

A month passed before I saw him again, standing in front of Pizza Whiz, munching on a slice of pepperoni. He looked different—better, in fact, relaxed and at peace. The duffel bags were nowhere in sight.

I slapped him on the back. "Long time, no see, buddy. What have you been up to?"

He licked the grease from his fingers. "Unloading my roleplaying stuff. I sold some at a garage sale. My cousin's got the rest."

I was stunned. "Why?"

"It was getting too expensive." He slurped a string of cheese. "*TWERPS* (Gamescience, \$3) was the last straw."

"*TWERPS*? That's only six pages!"

"Yeah, but who knew there was gonna be a second edition? And then there's all the supplements. *TWERPS-Twek* (Gamescience, \$3). *Metaphysical Ninja Chainsaw Vitamin Junkies* (Gamescience, \$3). It adds up, man."

He had a point. "You playing anything now?"

"Matter of fact, I am." He jiggled a baggie in front of my face. I immediately recognized the bundle of cards inside.

"*Magic: The Gathering*," I said. "Which sets are you collecting? Alpha, *Antiquities*, *Arabian Nights*...?"

"All of 'em." Waldo stuffed the baggie into his pocket and wiped his mouth on his sleeve. "I mean, how much could it cost?"



■ Waldo would be lost without his *Sprawl Maps*, *Car Wars Lapel Pins*, *TWERPS*, *Dragonskin Book Cover*...

Rick Swan wrote "History of Role-Playing Games" for the *InQuest* special edition. *InQuest* is proud to welcome him aboard as a regular columnist.

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